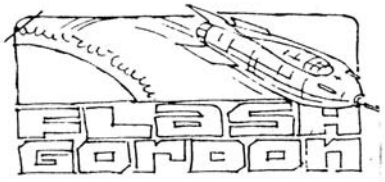
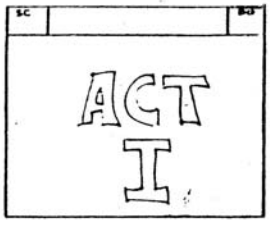
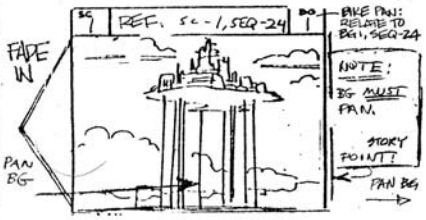


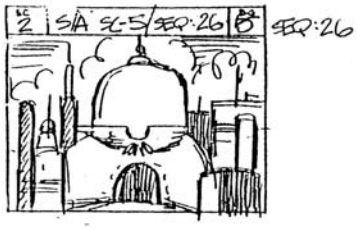


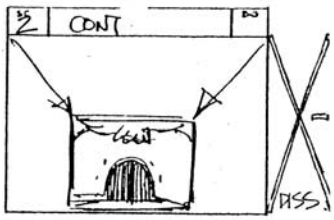
FL-16



EXT. VULTAN'S SKY CITY - DAY

The spectacular sky city of the hawkmen floats through the golden clouds high above the surface of Mongo.





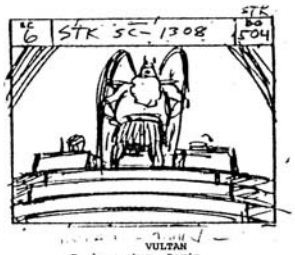
INT. VULTAN'S THRONE ROOM
ZARKOV, BARIN & THUN STAND BEFORE VULTAN

VULTAN
Welcome, my friends. As you can see

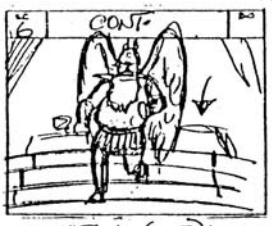
-VULTAN STANDS-
VULTAN (CONT):
Vultan is once again in his proper place -- as King of the Hawkmen.

BARIN
None of us will be in power for long if Ming is able to launch a counterattack.

(1)



VULTAN
Truly spoken, Barin.



VULTAN (CONT):
Doctor Zarkov, how are the repairs coming

-VULTAN WALKS IN TO STOP-
VULTAN (CONT): to the defense shield?

71-76

ZARKOV
Ergon is almost finished. Give us one more hour.

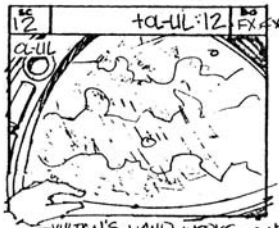
VULTAN
And what word from Flash Gordon?

THUN
There is no word -- yet!

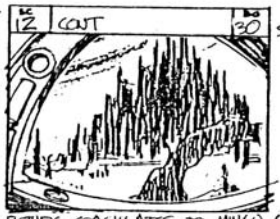
Filmation Studio

-VULTAN INTO SG NEAR MONITOR-

VULTAN
We dare not wait.



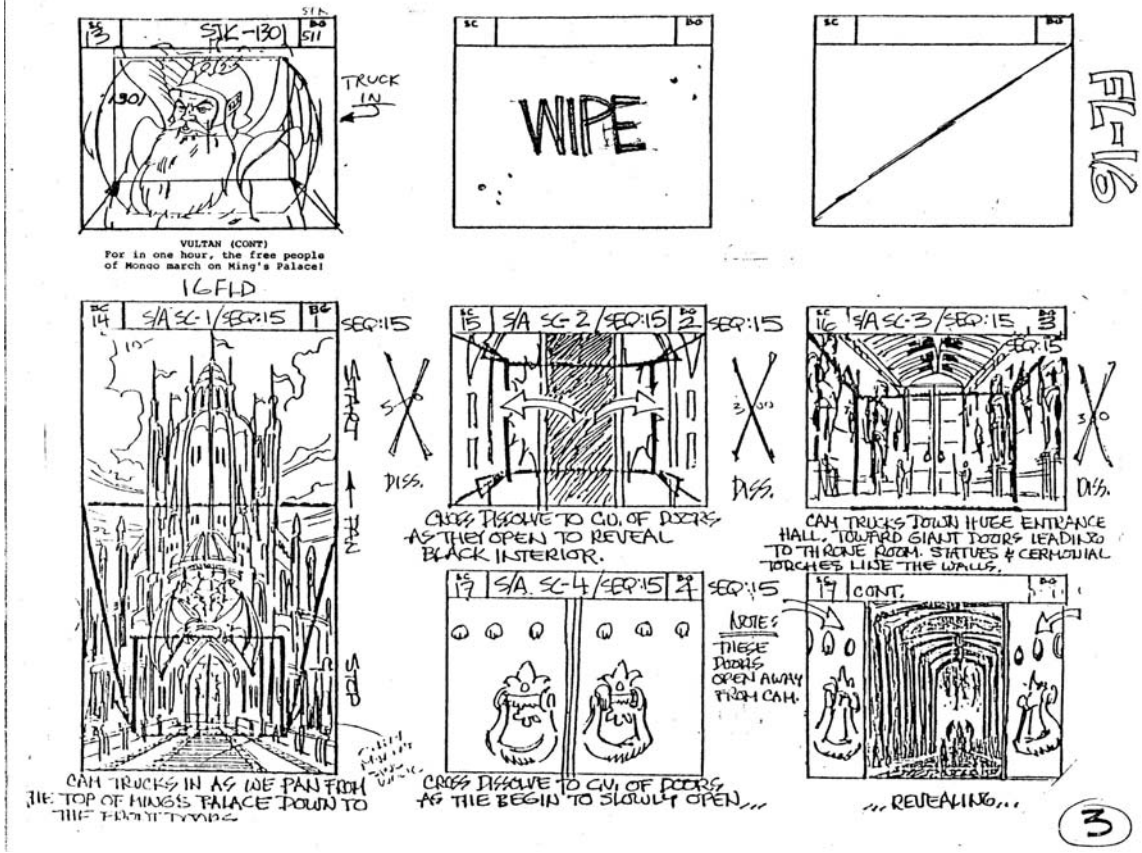
-VULTAN'S HAND WORKS CONTROL-
(VO) VULTAN (CONT) We must hope that Flash will complete his mission

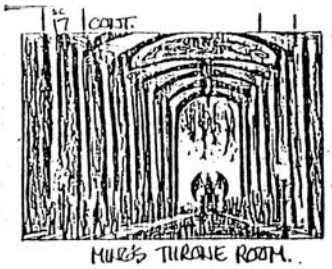


SEQ: 14

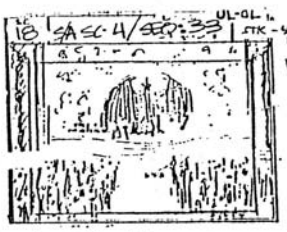
-PICTURE COAGULATES TO MINGO CITY-
(VO) VULTAN (CONT): and be out of Mingo City --

2

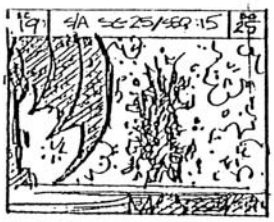

SC 13
S/A
SEK-130
BG 511
TRUCK IN
130
WIPE
VULTAN (CONT)
For in one hour, the free people of Mongo march on Ming's Palace!
16 FLD
SC 14 S/A SC-1 SEQ:15 BG 1
SEQ:15
START
PAN
STOP
DISS.
CAM TRUCKS IN AS WE PAN FROM THE TOP OF MING'S PALACE DOWN TO
SC 15 S/A SC-2 SEQ:15 BG 2
SEQ:15
DISS.
CROSS DISSOLVE TO CU. OF DOORS AS THEY OPEN TO REVEAL BLACK INTERIOR.
SC 16 S/A SC-3 SEQ:15 BG 3
SEQ:15
DISS.
CAM TRUCKS DOWN HUGE ENTRANCE HALL, TOWARD GIANT DOORS LEADING TO THRONE ROOM. STATUES & CEREMONIAL TORCHES LINE THE WALLS.
SC 17 S/A SC-4 SEQ:15 BG 4
SEQ:15
CROSS DISSOLVE TO CU. OF DOORS AS THEY BEGIN TO SLOWLY OPEN...
NOTE: THESE DOORS OPEN AWAY FROM CAM.
SC 17 CONT. BG 1
...REVEALING...
3



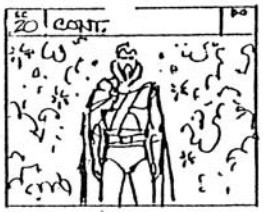
MING'S THRONE ROOM.

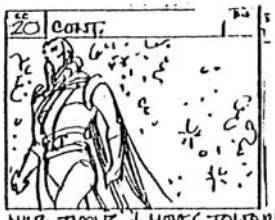


TRUCK IN



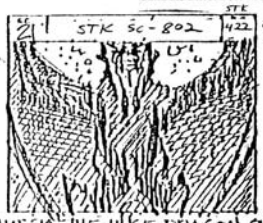
FL-16





MING TURNS & MOVES TOWARD LFT. OF SCREEN.

the shadow of a man, tall, majestic, very erect, wearing a high-ruffed cloak. The shadow darkens, as the energy-curtain brightens, becomes more and more solid - more real. It is
MING THE MERCILESS - Emperor of the Universe!

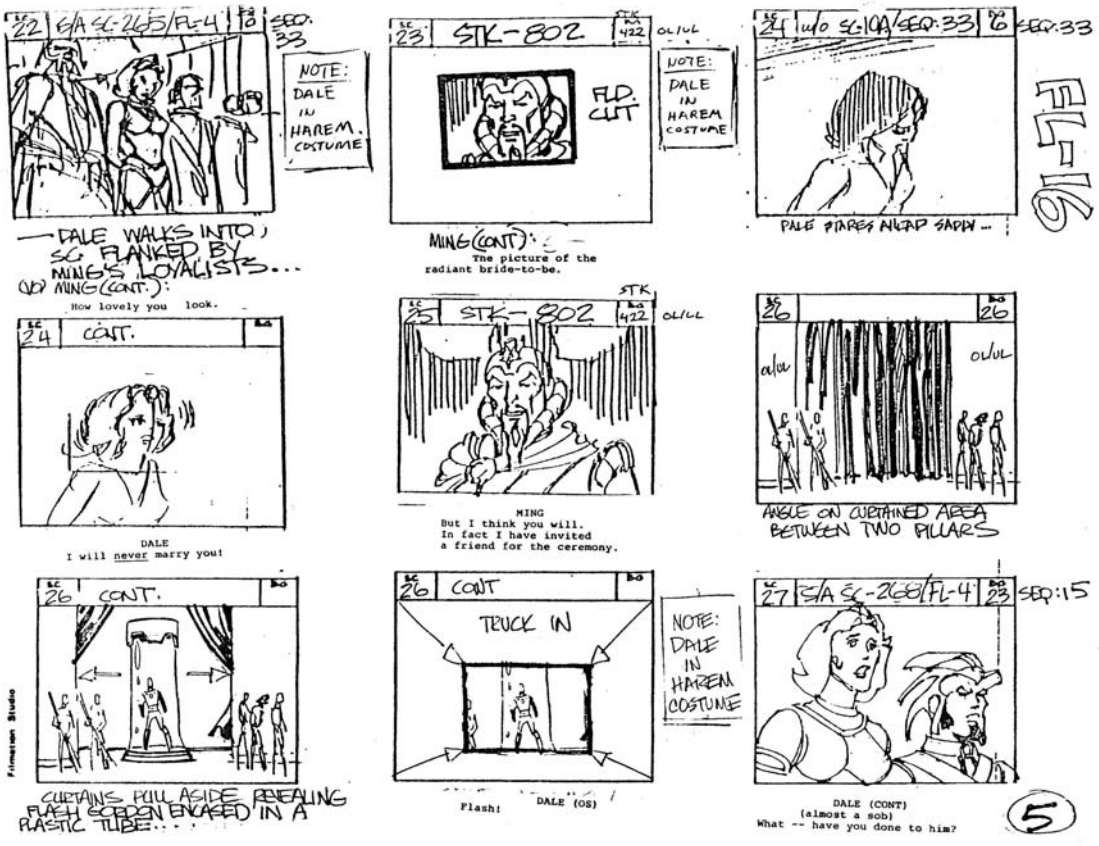


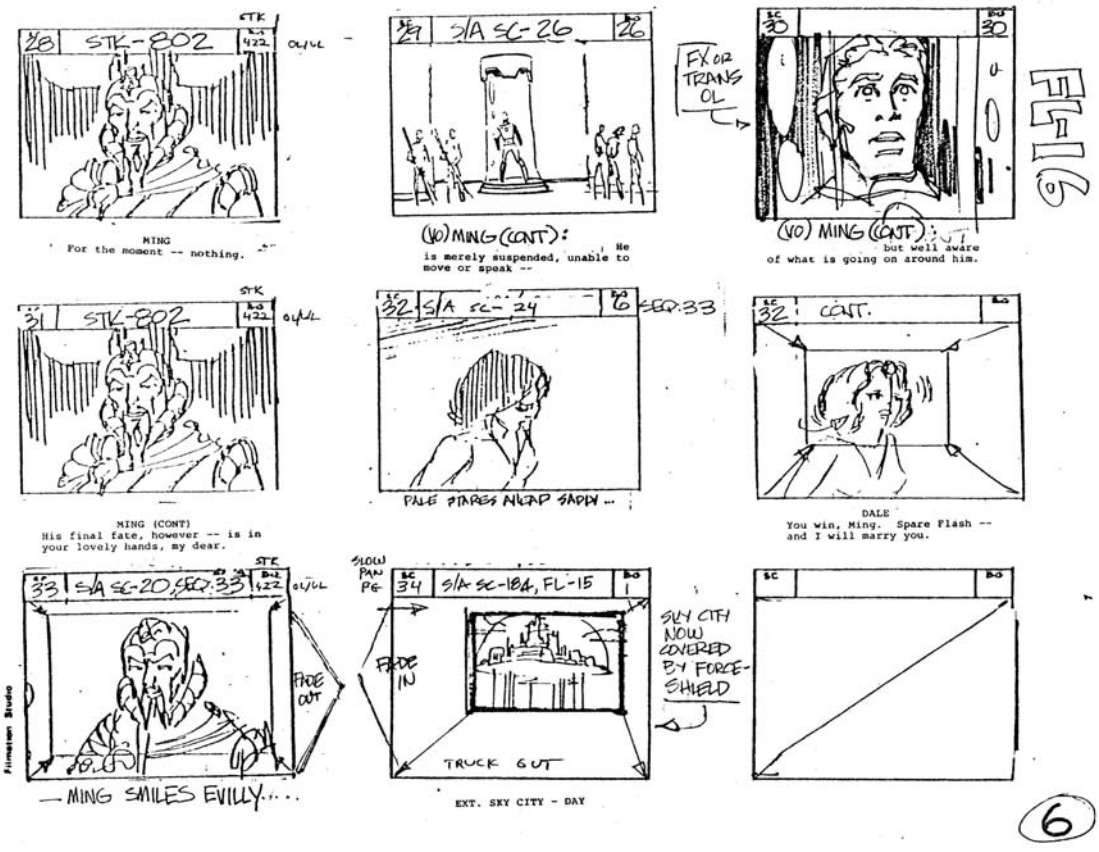
CUT TO THE HUGE DRAGON OVER MING'S THRONE.

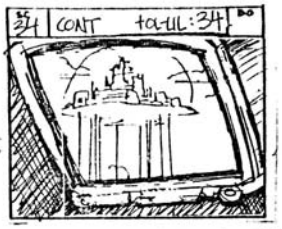
MING WALKS INTO SC. & STOPS CENTER SCREEN.

MING
Ah, Dale Arden.

(4)


SC 22 E/A SC-265/FL-4 BG 10 SEQ. 33
NOTE: DALE IN HAREM COSTUME
DALE WALKS INTO SC FLANKED BY MING'S LOYALISTS...
MING (CONT.): How lovely you look.
SC 23 STK-802 STK 422 OL/UL
FLD. CUT
NOTE: DALE IN HAREM COSTUME
MING (CONT): The picture of the radiant bride-to-be.
SC 24 w/o SC 10A SEQ: 33 BG 6 SEQ: 33
DALE STARES AHEAD SADLY...
FL-16
SC 24 CONT. BG
DALE I will never marry you!
SC 25 STK-802 STK 422 OL/UL
MING But I think you will. In fact I have invited a friend for the ceremony.
SC 26 BG 26
O/UL O/UL
ANGLE ON CURTAINED AREA BETWEEN TWO PILLARS
SC 26 CONT. BG
CURTAINS PULL ASIDE REVEALING FLASH GORDON ENCASED IN A PLASTIC TUBE...
SC 26 CONT BG
TRUCK IN
NOTE: DALE IN HAREM COSTUME
Flash! DALE (OS)
SC 27 E/A SC-260/FL-4 BG 23 SEQ: 15
DALE (CONT) (almost a sob) What -- have you done to him?
5
Filmation Studio


STK-802
STK-802
S/A SC-26
FX OR TRANS OL
(VO) MING (CONT):
He is merely suspended, unable to move or speak --
(VO) MING (CONT):
but well aware of what is going on around him.
MING
For the moment -- nothing.
MING (CONT)
His final fate, however -- is in your lovely hands, my dear.
S/A SC-24
SEQ: 33
PALE STARES AHEAD SADLY...
CONT.
DALE
You win, Ming. Spare Flash -- and I will marry you.
S/A SC-20, SEQ: 33
FADE OUT
— MING SMILES EVILLY....
SLOW PAN PG
S/A SC-184, FL-15
FADE IN
TRUCK OUT
EXT. SKY CITY - DAY
SKY CITY NOW COVERED BY FORCE-SHIELD
Filmation Studio
FL-16
6



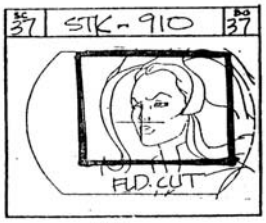
We PULL BACK to reveal that we have been viewing a video monitor

which is being watched by URZEEN and AURA.

FL-16

– URZEEN RAISES BELT COMMUNICATOR –

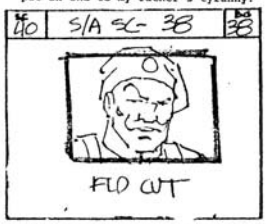
URZEEN
This is Captain Urzeen -- alert the defense fortress. Intruder moving into Mingo City air space.



AURA
Urzeen, you have proven yourself a brave warrior. Will you not join Prince Barin and myself and put an end to my father's tyranny?

URZEEN
I cannot. My duty and loyalty is to the throne.

AURA
Your duty is to your planet. Your loyalty to the enslaved people of Mongo.

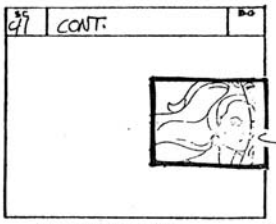


Filmation Studio

There is a moment when Urzeen seems to hesitate, then recovers his composure.

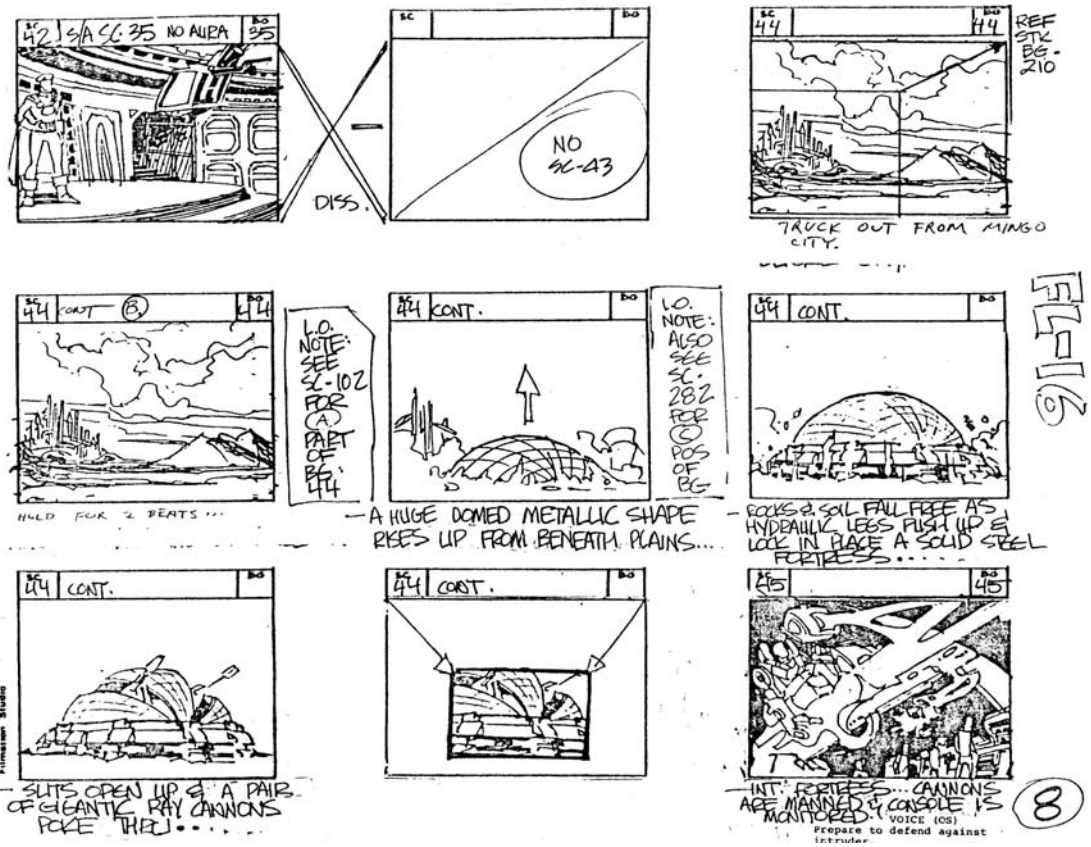
URZEEN
I will not listen to such treasonous talk --

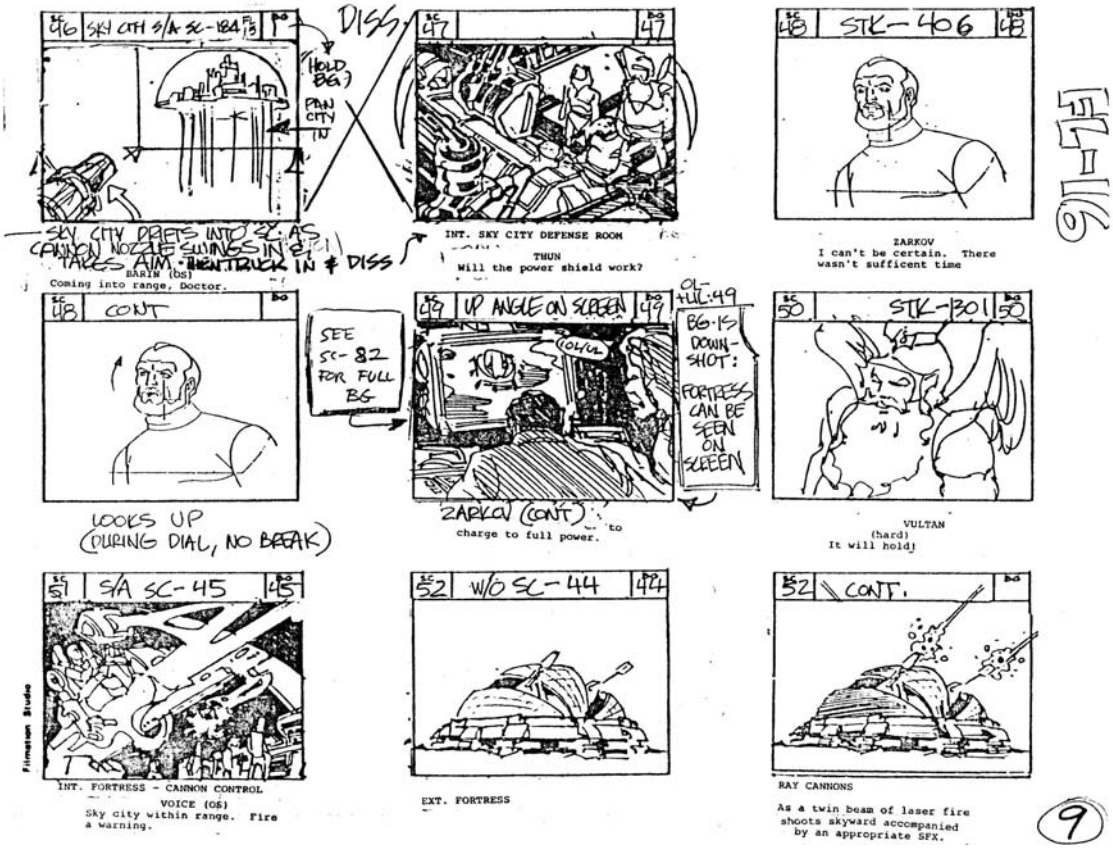
URZEEN (CONT): even from the Princess Aura.



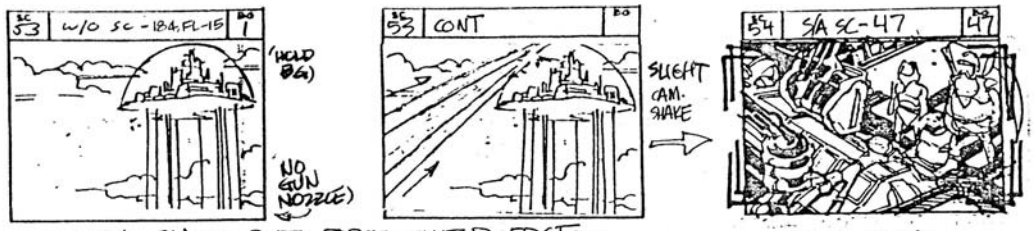
AURA STORMS O.S.

7


SC 42 S/A SC. 35 NO ALIBA BG 35
DISS.
NO SC-43
SC 44 BG 44 REF STK BG-210
TRUCK OUT FROM MINGO CITY.
SC 44 CONT (B) BG 44
HOLD FOR 2 BEATS...
L.O. NOTE: SEE SC-102 FOR (A) PART OF BG 44
SC 44 CONT. BG
L.O. NOTE: ALSO SEE SC. 282 FOR (C) POS OF BG
A HUGE DOMED METALLIC SHAPE RISES UP FROM BENEATH PLAINS...
SC 44 CONT. BG
ROCKS & SOIL FALL FREE AS HYDRAULIC LEGS PUSH UP & LOCK IN PLACE A SOLID STEEL FORTRESS...
SC 44 CONT. BG
SLITS OPEN UP & A PAIR OF GIGANTIC RAY CANNONS POKE THRU...
SC 44 CONT. BG
SC 45 BG 45
INT. FORTRESS... CANNONS ARE MANNED & CONSOLE IS MONITORED.
VOICE (OS)
Prepare to defend against
Filmation Studio
8

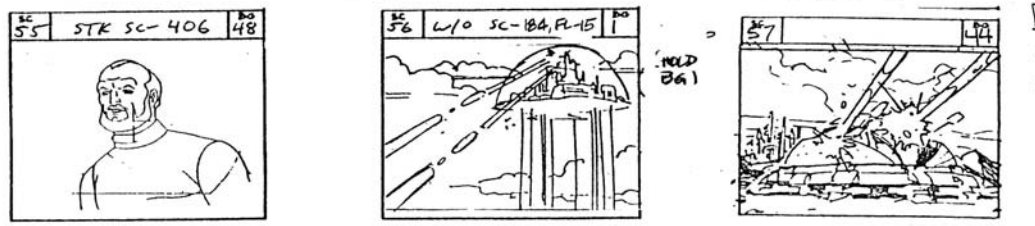

SC 46 | SKY CITY S/A SC-184 | BG
HOLD BG
PAN CITY IN
DISS
SKY CITY DRIFTS INTO 2. AS CANNON NOZZLE SWINGS IN 2. TAKES AIM. THEN TRUCK IN & DISS
SC 47 | BG
INT. SKY CITY DEFENSE ROOM
THUN
Will the power shield work?
SC 48 | STK-406 | BG
ZARKOV
I can't be certain. There wasn't sufficent time
BARIN (OS)
Coming into range, Doctor.
SC 48 | CONT | BG
LOOKS UP (DURING DIAL, NO BREAK)
SEE SC-82 FOR FULL BG
SC 49 | UP ANGLE ON SCREEN | 49
OL +UL.49
BG-IS DOWN-SHOT: FORTRESS CAN BE SEEN ON SCREEN
ZARKOV (CONT)
to charge to full power.
SC 50 | STK-B01 | 50
VULTAN
(hard)
It will hold!
SC 51 | S/A SC-45 | 45
INT. FORTRESS - CANNON CONTROL
VOICE (OS)
Sky city within range. Fire a warning.
SC 52 | W/O SC-44 | 44
EXT. FORTRESS
SC 52 | CONT. | BG
RAY CANNONS
As a twin beam of laser fire shoots skyward accompanied by an appropriate SFX.

Filmation Studio



—TWIN BLASTS BELT FORCE SHIELD EDGE...

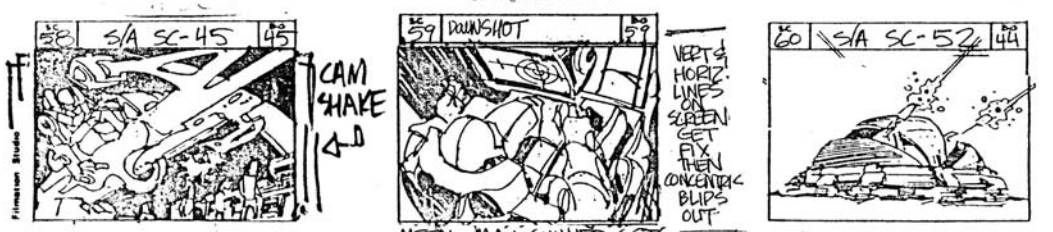
—CAUSING MINOR REVERBERATIONS



ZARKOV
Let's return their message.

—SKY CITY FIRES BACK!....

—WITH 2 DIRECT HITS


SC 58 S/A SC-45 BG 45
CAM SHAKE
Filmation Studio
SC 59 DOWNSHOT BG 59
VERT & HORIZ LINES ON SCREEN GET FIX THEN CONCENTRIC BLIPS OUT
SC 60 S/A SC-52 BG 44

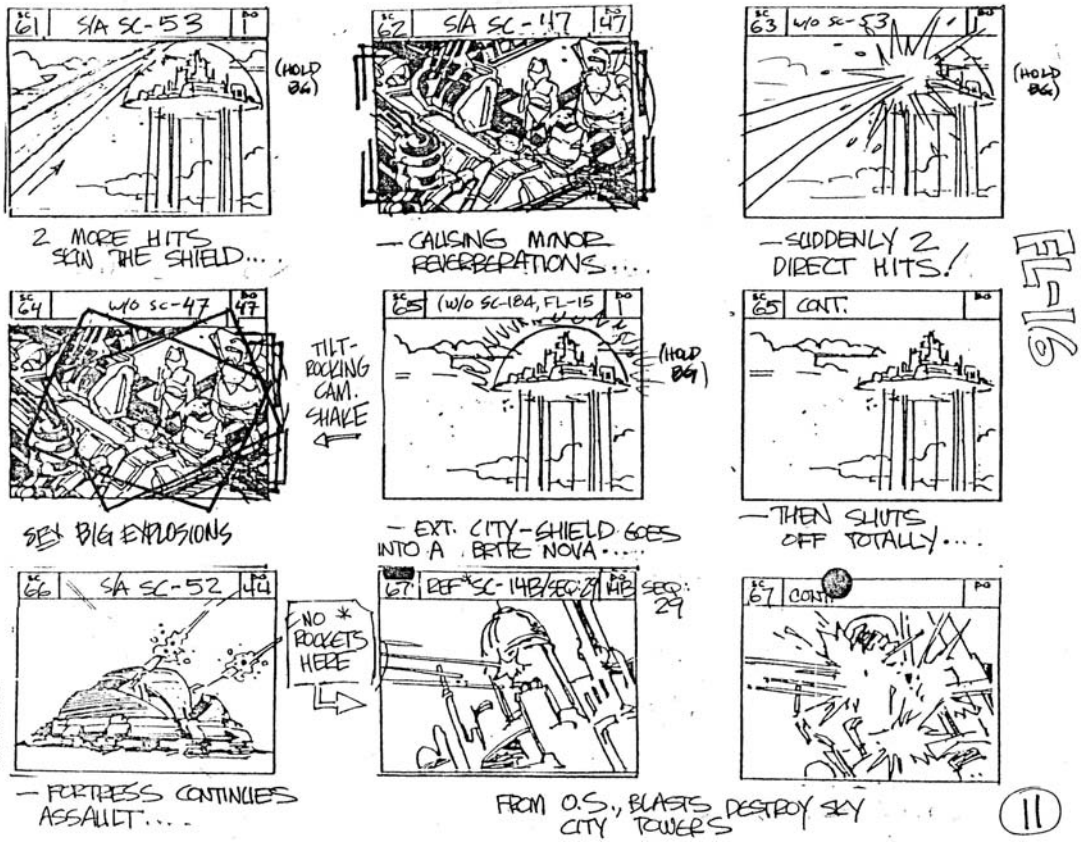
VOICE (OS)
Intruders definitely hostile.
Fire at will.

—METAL MAN GUNNER GETS CITY IN SIGHTS....

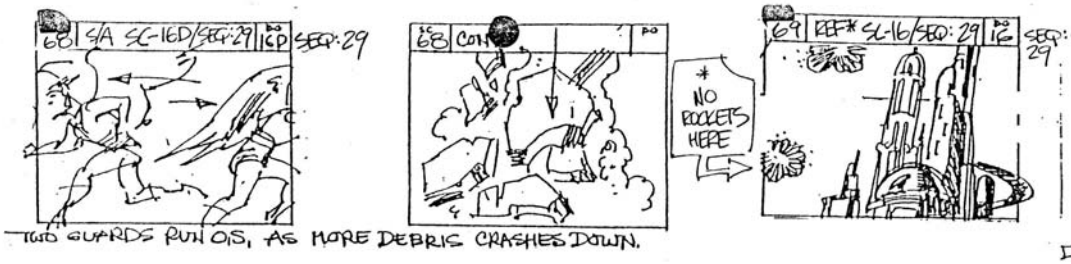
FORTRESS - RAY CANNON
As it fires its lasers.

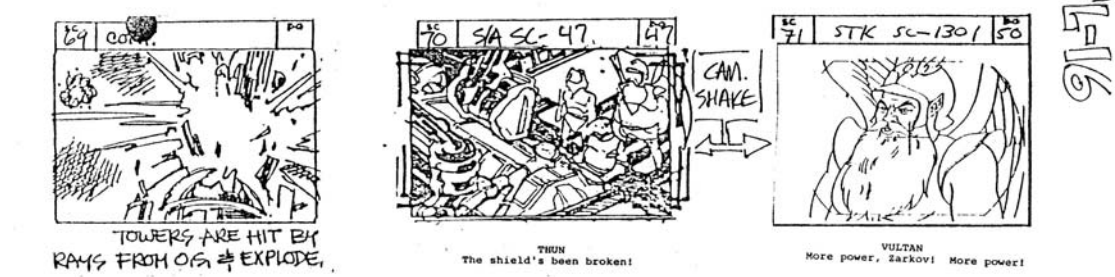
9/16

10


61 S/A SC-53
(HOLD BG)
2 MORE HITS SKIN THE SHIELD...
62 S/A SC-147 47
—CAUSING MINOR REVERBERATIONS....
63 W/O SC-53
(HOLD BG)
—SUDDENLY 2 DIRECT HITS!
64 W/O SC-47 47
SEE BIG EXPLOSIONS
TILT-ROCKING CAM. SHAKE
65 (W/O SC-184, FL-15
(HOLD BG)
— EXT. CITY-SHIELD GOES INTO A BETTE NOVA....
65 CONT.
—THEN SHUTS OFF TOTALLY....
66 S/A SC-52 44
— FORTRESS CONTINUES ASSAULT....
NO * ROCKETS HERE
67 REF SC-148/SEQ 29 148
SEQ: 29
67 CONT.
FROM O.S., BLASTS DESTROY SKY CITY TOWERS
Filmation Studio

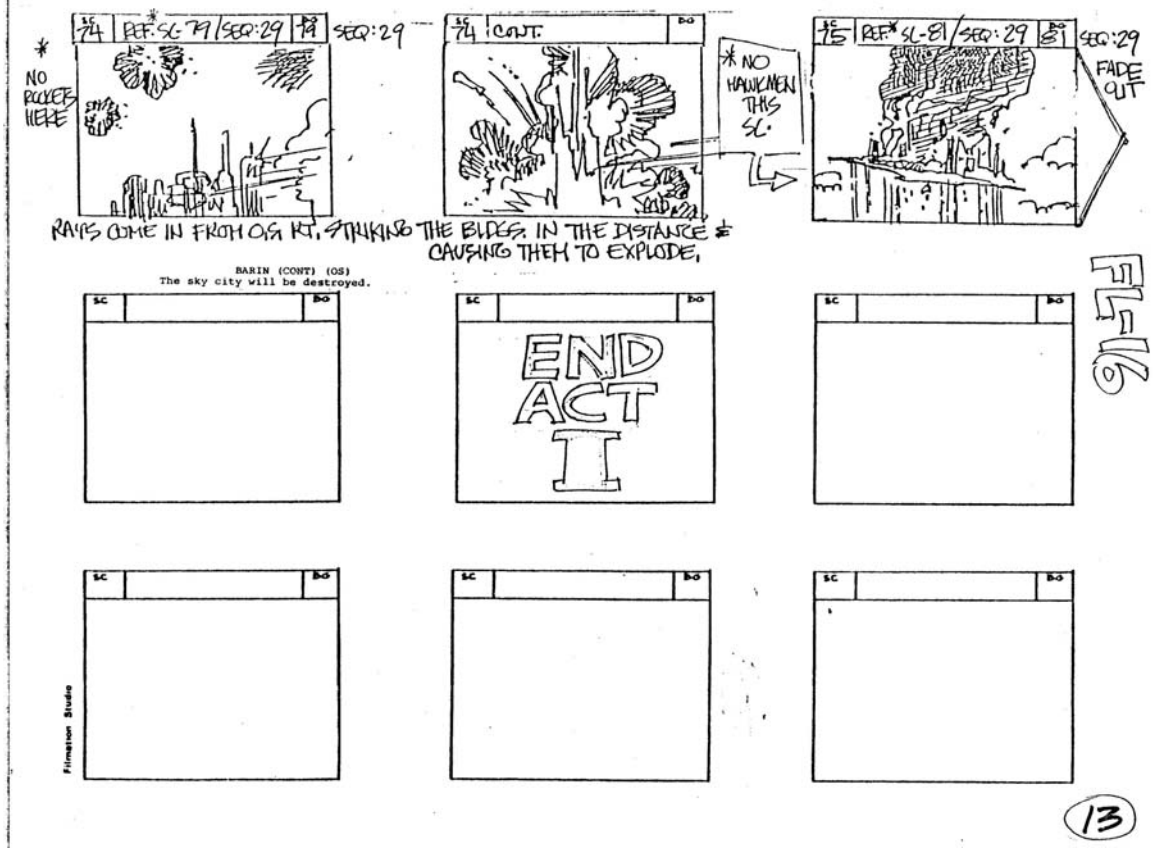
9/16

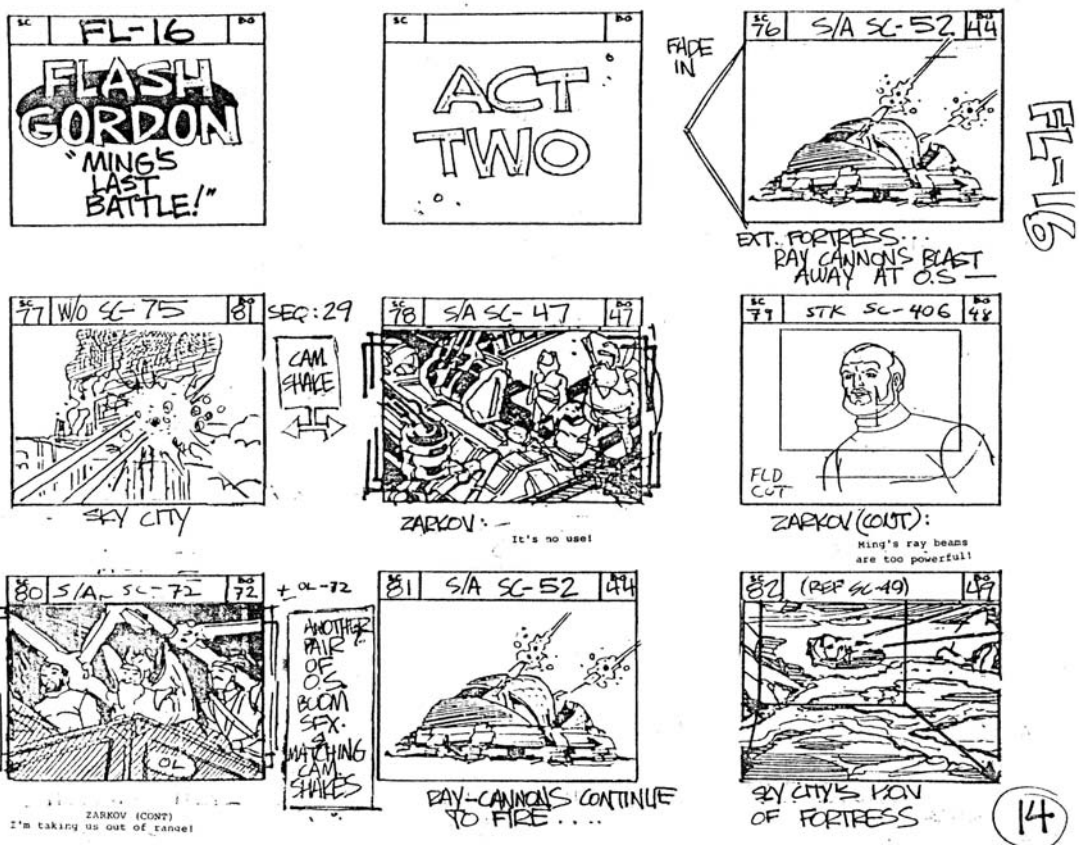

68 S/A SC-16D/SEQ: 29 BG 16D SEQ: 29
TWO GUARDS RUN O/S, AS MORE DEBRIS CRASHES DOWN.
68 CONT. BG
* NO ROCKETS HERE
69 REF* SC-16/SEQ: 29 BG 16 SEQ: 29

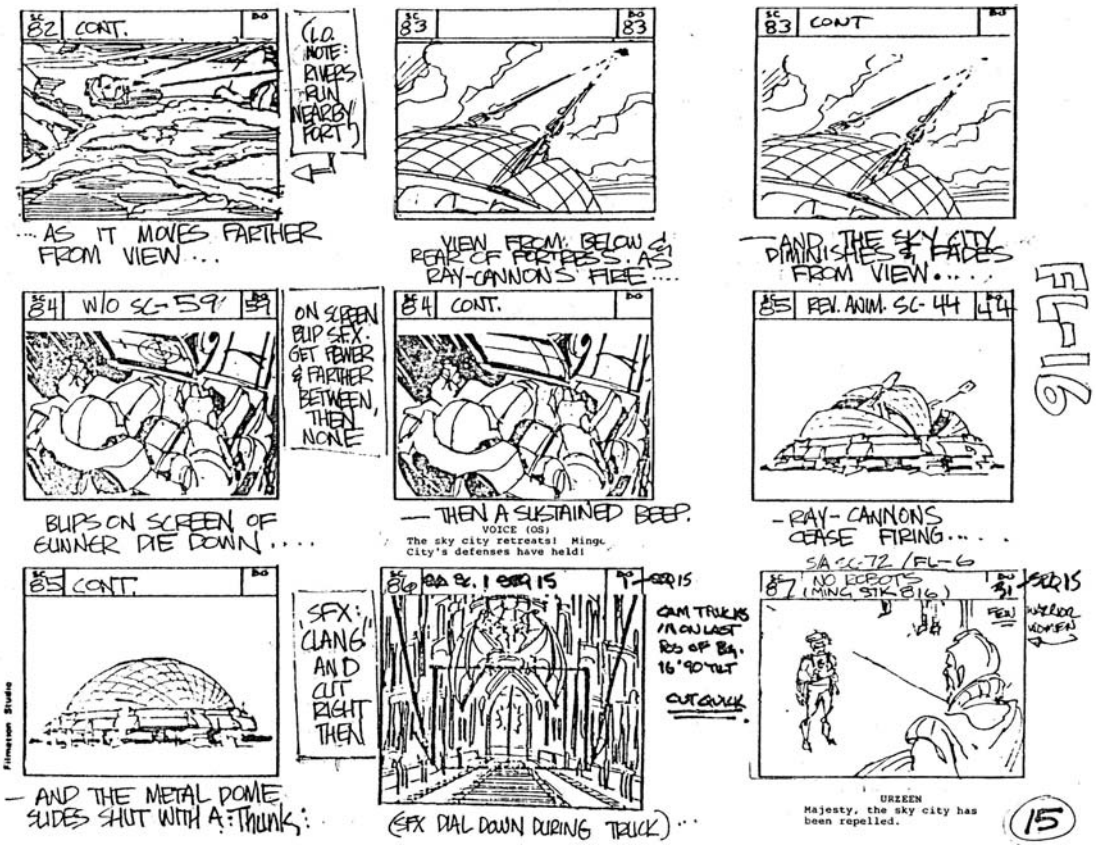

69 CONT. BG
TOWERS ARE HIT BY RAYS FROM O/S & EXPLODE.
70 S/A SC-47. 47
THUN
The shield's been broken!
CAM. SHAKE
71 STK SC-1301 BG 50
VULTAN
More power, Zarkov! More power!

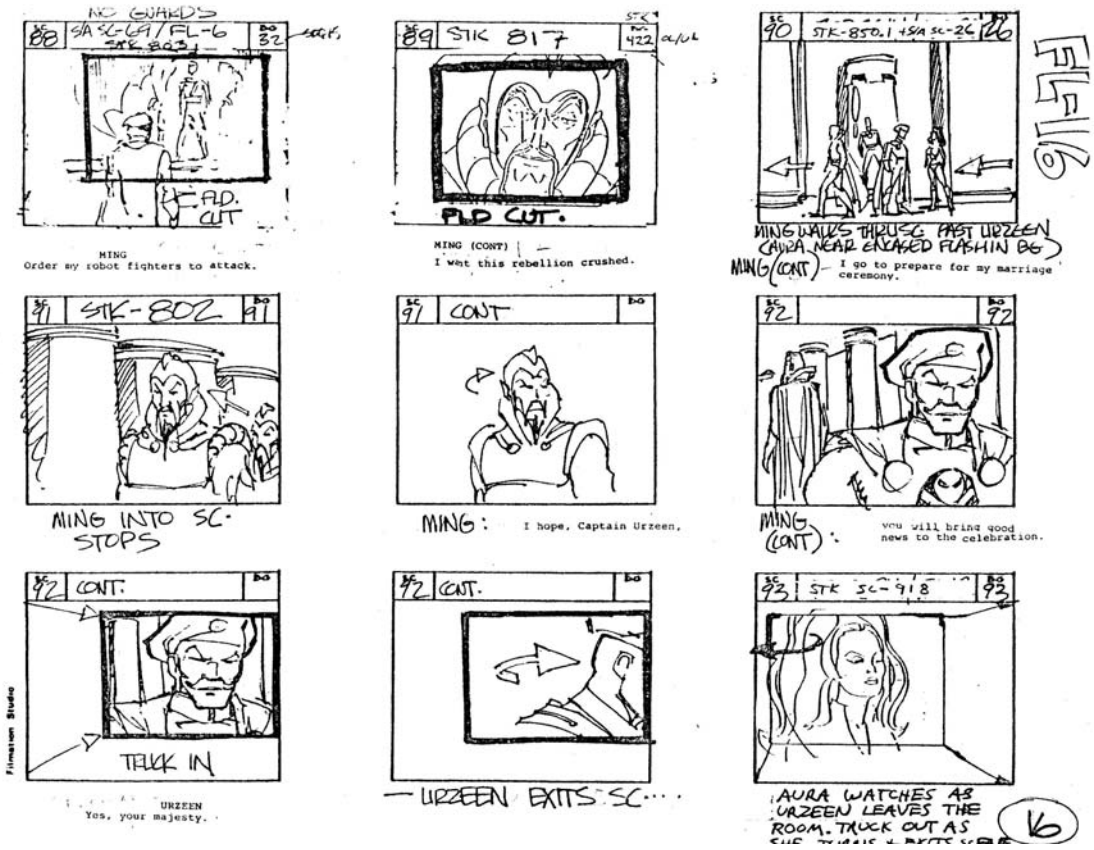
72 REF: STK-405 BG TOL 72
CAM. SHAKE
ZARKOV
It's no use! Our batteries are too weak.
73 STK-1103 BG 48
FLD CUT
BARIN
Then our fight is over before we've begun --
SC BG

FT-16


SC 74 REF: SC 79 / SEQ: 29 BG 79
SEQ: 29
* NO ROCKETS HERE
SC 74 CONT. BG
* NO HAWKMEN THIS SC.
SC 75 REF: SC 81 / SEQ: 29 BG 81
SEQ: 29
FADE OUT
RAYS COME IN FROM O/S RT, STRIKING THE BLDGS. IN THE DISTANCE & CAUSING THEM TO EXPLODE,
BARIN (CONT) (OS)
The sky city will be destroyed.
SC
BG
END ACT I
SC
BG
SC
BG
SC
BG
SC
BG
SC
BG
Filmation Studio
11/16
13

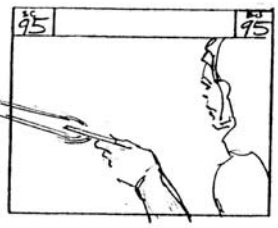

FL-16
FLASH GORDON
"MING'S LAST BATTLE!"
ACT TWO
FADE IN
SC 76 S/A SC-52 BG 44
EXT. FORTRESS... RAY CANNONS BLAST AWAY AT O.S.
FL-16
SC 77 W/O SC-75 BG 81
SEQ: 29
CAM SHAKE
SKY CITY
SC 78 S/A SC-47 BG 47
ZARKOV:
It's no use!
SC 79 STK SC-406 BG 48
FLD CUT
ZARKOV (CONT):
Ming's ray beams are too powerful!
SC 80 S/A SC-72 BG 72
+ OL-72
ANOTHER PAIR OF OS BOOM SFX & WATCHING CAM SHAKES
ZARKOV (CONT)
I'm taking us out of range!
SC 81 S/A SC-52 BG 44
RAY-CANNONS CONTINUE TO FIRE...
SC 82 (REF SC-49) BG 49
SKY CITY'S POV OF FORTRESS
14


SC 82 CONT.
BG
CLO NOTE: RIVERS RUN NEARBY/ PORT)
...AS IT MOVES FARTHER FROM VIEW...
SC 83
BG 83
VIEW FROM: BELOW & REAR OF FORTRESS. AS RAY-CANNONS FIRE....
SC 83 CONT
BG
—AND THE SKY CITY DIMINISHES & FADES FROM VIEW.....
SC 84 W/O SC-59'
BG 59
ON SCREEN BLIP SFX. GET FEWER & FARTHER BETWEEN, THEN NONE
BLIPS ON SCREEN OF GUNNER DIE DOWN....
SC 84 CONT.
BG
— THEN A SUSTAINED BEEP.
VOICE (OS)
The sky city retreats! Ming's City's defenses have held!
SC 85 REV. ANIM. SC- 44
BG 44
-RAY-CANNONS CEASE FIRING.....
FL-16
SC 85 CONT.
BG
Filmation Studio
SFX: "CLANG" AND CUT RIGHT THEN
— AND THE METAL DOME SLIDES SHUT WITH A "THUNK".
SC 86
BG
SCR 15
CAM TRUCKS L/R ON LAST RAY OF BG. 16°90° TILT
CUT QUICK
(SFX DIAL DOWN DURING TRUCK)...
SA SC-72 / FL-6
SC 87 NO ECPOTS (MING, SIK, B16)
BG 51
SCR 15
FEN
HYPNOS VOMITS
URZEEN
Majesty, the sky city has been repelled.
15


NO GUARDS
SC 88
STK SC-69 / FL-6
STK 803
BG 32
FLD. CUT
MING
Order my robot fighters to attack.
SC 89
STK 817
BG 422
FLD CUT.
MING (CONT)
I want this rebellion crushed.
SC 90
STK-850.1 +STK SC-26
BG 26
MING WALKS THRU SC FAST URZEEN CAUDA NEAR ENGAGED FLASH IN BG
MING (CONT) — I go to prepare for my marriage ceremony.
FL-6
SC 91
STK-802
BG 91
MING INTO SC. STOPS
SC 97
CONT
BG
MING: I hope, Captain Urzeen,
SC 92
BG 92
MING (CONT): you will bring good news to the celebration.
SC 92
CONT.
BG
TRUCK IN
URZEEN
Yes, your majesty.
SC 92
CONT.
BG
— URZEEN EXITS SC...
SC 93
STK SC-918
BG 93
AURA WATCHES AS URZEEN LEAVES THE ROOM. TRUCK OUT AS
16
Filmation Studio

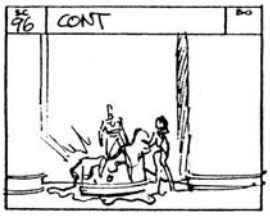
— AURA FACES THE IMPRISONED FLASH.....

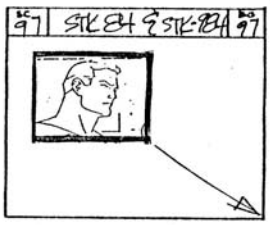
— RAISES HER ARM IN WHICH A FUTURISTIC RAY-WAND IS HELD.....



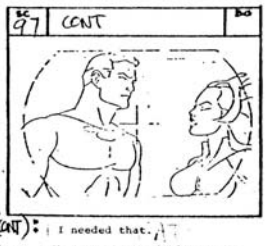
— AND IT SHOOTS FORTH A RAY.....

WHICH SLOWLY MELTS DOWN THE TUBE THAT HAS FLASH IN IT.....





FLASH: Thank's.



FLASH (CONT): I needed that.

AURA: We must move quickly. Ming plans to force Dale to become his bride within the hour.

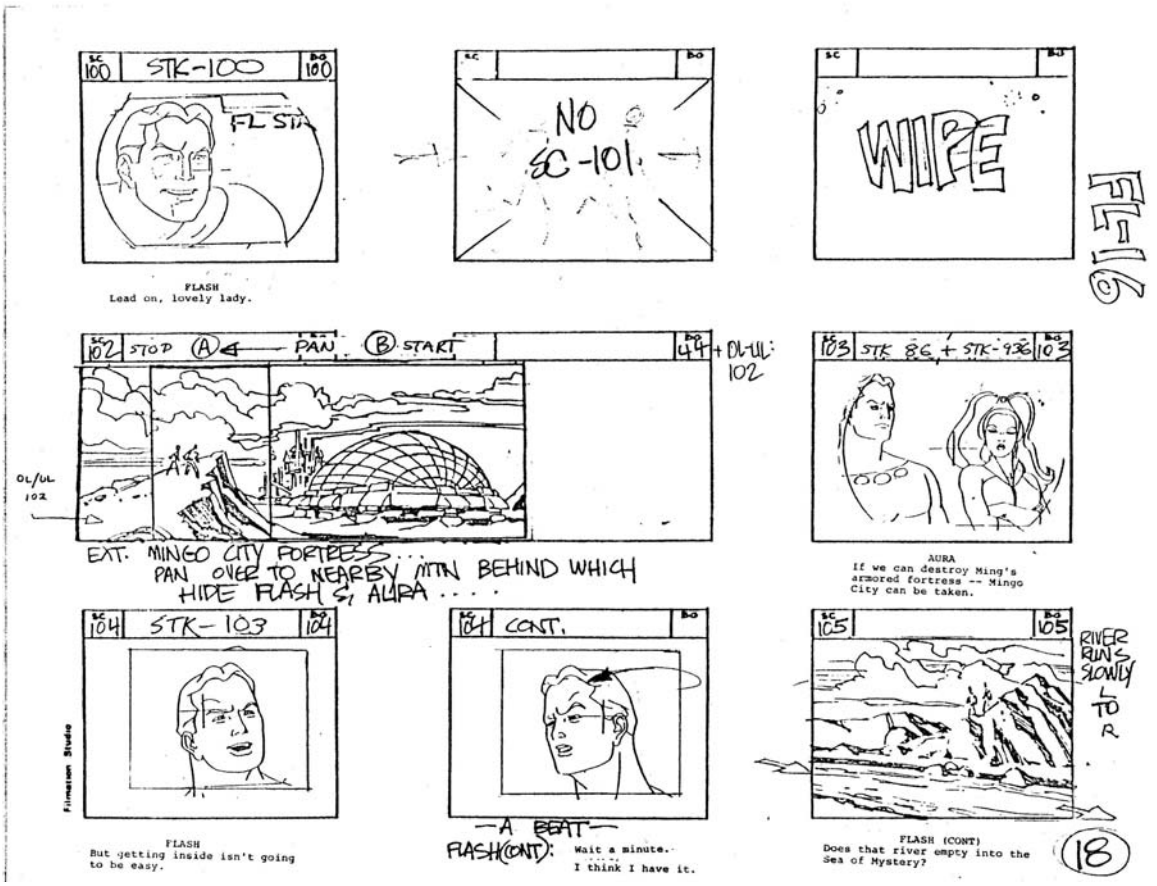
AURA (CONT) But first we must help our comrades on the sky city. They are in great danger.

AURA (CONT) Follow me.

Filmation Studio

FL-16

17


SC 100 STK-100 BG 100
FL STK
FLASH
Lead on, lovely lady.
NO SC-101
WIPE
FLG
SC 102 STOP (A) PAN (B) START BG 44 + OL-UL: 102
OL/UL 102
EXT. MINGO CITY FORTRESS... PAN OVER TO NEARBY MTN BEHIND WHICH HIDE FLASH & AURA....
SC 103 STK 86 + STK-936 BG 103
AURA
If we can destroy Ming's armored fortress -- Mingo City can be taken.
SC 104 STK-103 BG 104
FLASH
But getting inside isn't going to be easy.
SC 104 CONT.
—A BEAT—
FLASH(CONT): Wait a minute..... I think I have it.
SC 105 BG 105
RIVER RUNS SLOWLY L TO R
FLASH (CONT)
Does that river empty into the Sea of Mystery?
Filmation Studio
18

SC 106 STK 936 BG 103

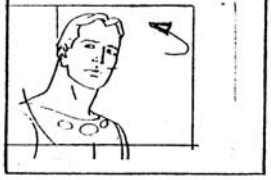
FLD CUT

AURA
Why, yes -- but --

SC 107 STK - 45 BG 104

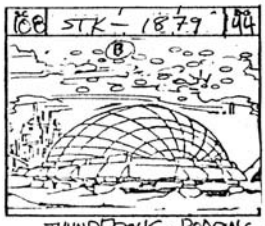
FLASH
Just get me to a communicator.

SC 107 CONT BG



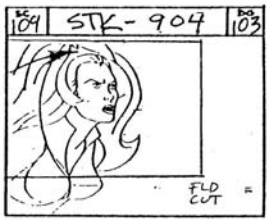
—FLASH JERKS HIS HEAD TO O.S. SFX OF...

SC 108 STK - 1879 BG 144



—THUNDEROUS ROARING OF ENGINES AS MING'S SHIPS APPEAR INTO VIEW FROM DISTANCE

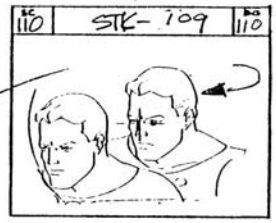
SC 109 STK - 904 BG 103



FLD CUT

AURA
Ming's fleet -- off to attack the sky city.

SC 110 STK - 709 BG 110



FLASH
We've no time to lose!
FLASH RUNS O.S.

SC BG

WIPE

SC BG

NOTE: BEGIN SC-111 ONLY AFTER THE DANCING GIRL LEAVES SC.

SC BG

Filmation Studio

19

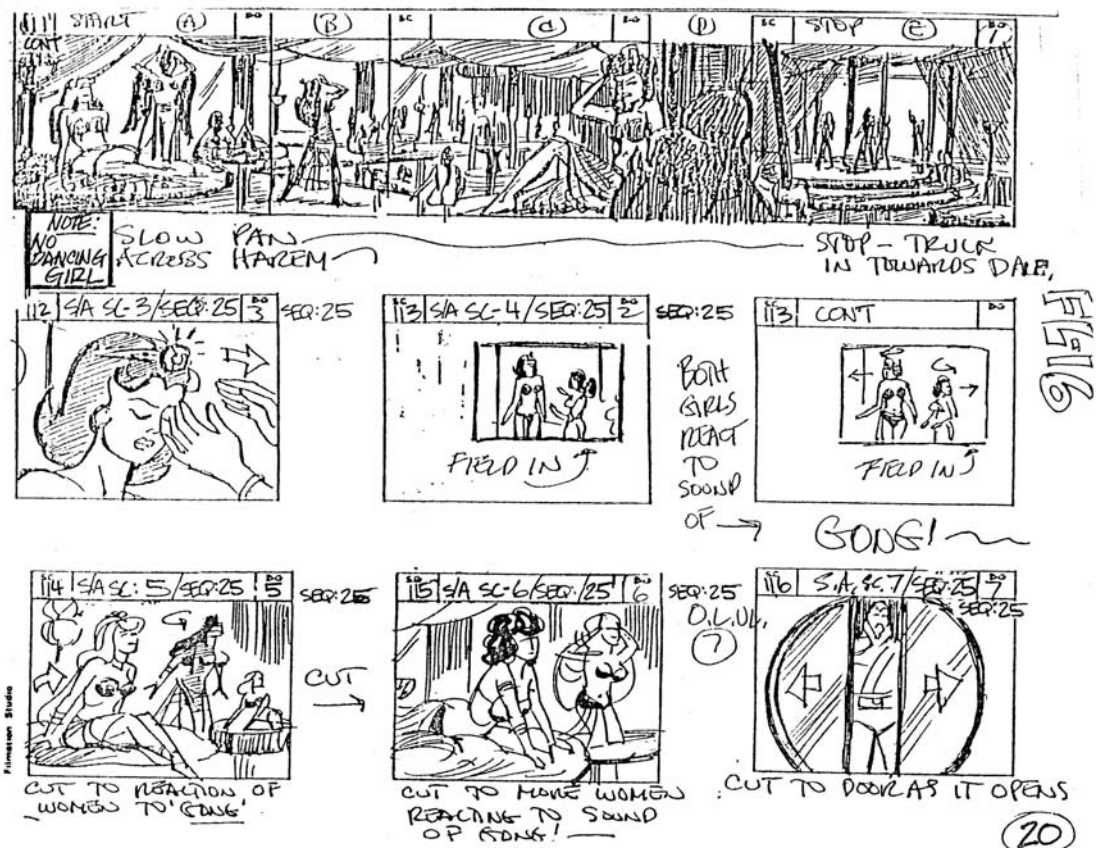
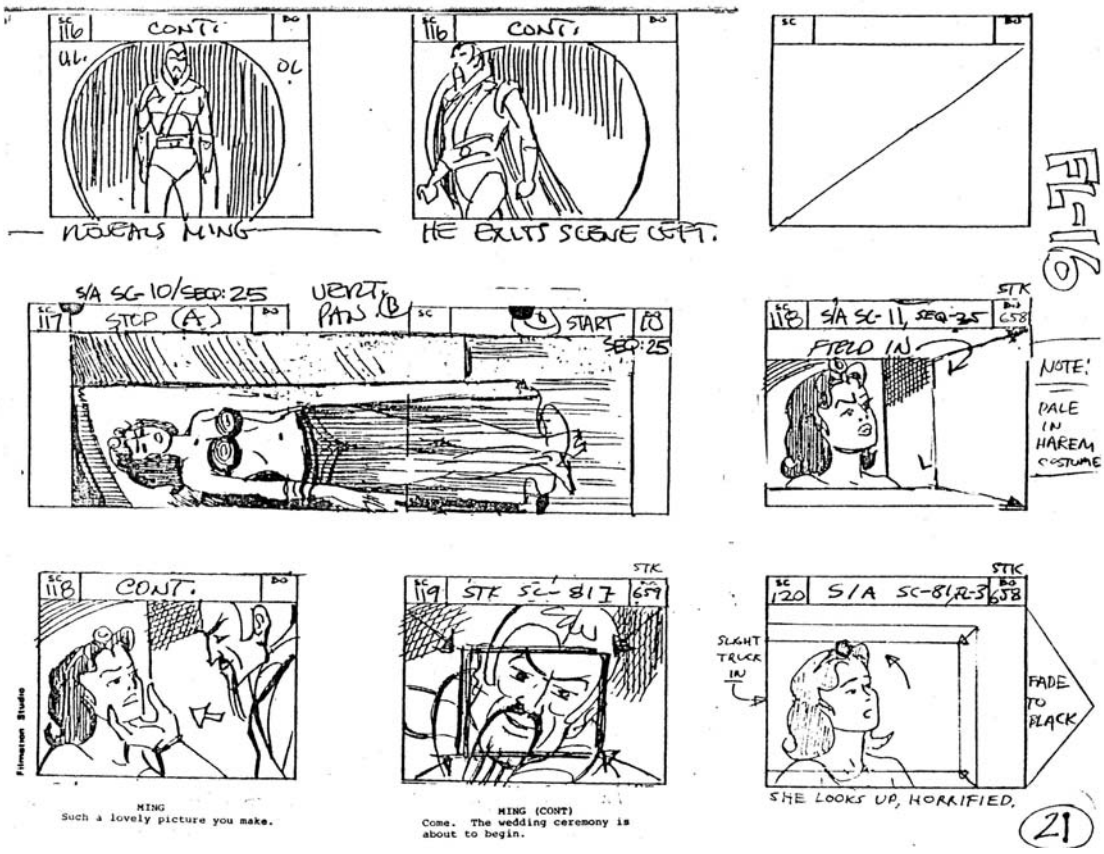
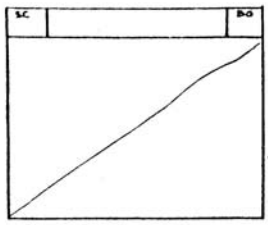

#11 CONT
START
A
B
C
D
STOP
E
NOTE: NO DANCING GIRL
SLOW PAN ACROSS HAREM
STOP - TRUCK IN TOWARDS DALE,
#12 S/A SC-3/SEQ:25
SEQ:25
#13 S/A SC-4/SEQ:25
SEQ:25
FIELD IN
BOTH GIRLS REACT TO SOUND OF
#13 CONT
FIELD IN
GONG!
#14 S/A SC: 5/SEQ:25
SEQ:25
CUT
#15 S/A SC-6/SEQ:25
SEQ:25
D.L.U.
#16 S.A. SC.7/SEQ:25
SEQ:25
CUT TO REACTION OF WOMEN TO 'GONG'
CUT TO MORE WOMEN REACTING TO SOUND OF GONG!
CUT TO DOOR AS IT OPENS
Filmation Studio

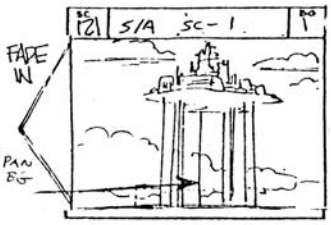
FIG 16

(20)


SC 116 CONT. BG
AL.
DL
REVEALS MING
SC 116 CONT. BG
HE EXITS SCENE LEFT.
SC BG
SC 117 STOP (A) BG
S/A SC-10/SEQ: 25
VERT. PAN (B)
SC START BG
SEQ: 25
SC 118 S/A SC-11, SEQ-35 STK BG 658
FIELD IN
NOTE: DALE IN HAREM COSTUME
SC 118 CONT. BG
Filmation Studio
MING
Such a lovely picture you make.
SC 119 STK SC-817 STK BG 659
MING (CONT)
Come. The wedding ceremony is about to begin.
SC 120 S/A SC-81,R-3 STK BG 658
SLIGHT TRUCK IN
FADE TO BLACK
SHE LOOKS UP, HORRIFIED.
21

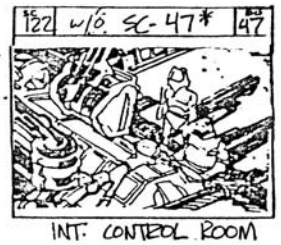


— MING EXITS AS DALE REELS OVER AND CRIES....



— EXT. SKY CITY-SOME SMOKE & FUMES DRIFT STILL FROM DAMAGED CITY....

* NO VULTAN



INT. CONTROL ROOM

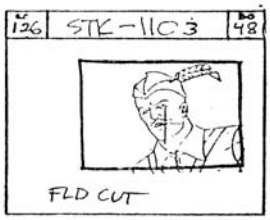
ZARKOV
Time. We need time to recharge our batteries.

THUN
We've just run out of time, Doctor.

REPEAT ACTION OF SHIPS SWOOPING THROUGH SCENE

— MING'S ROCKETS MOVE INTO VIEW ON VIEWSCREEN...

(VO) BARIN Ming isn't wasting his time.



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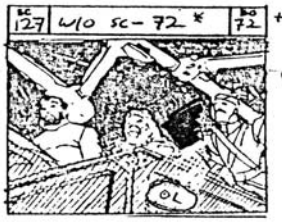
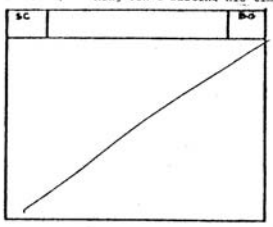
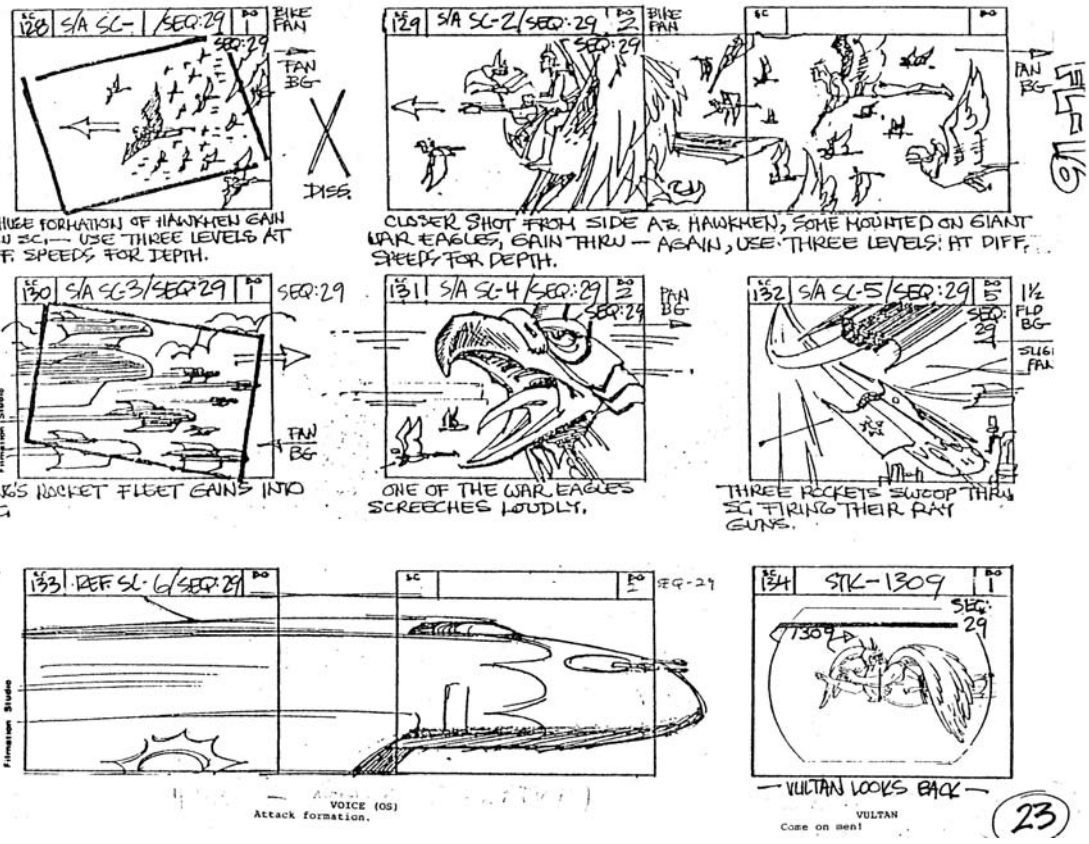
BARIN (CONT) Striking while we're weakest.

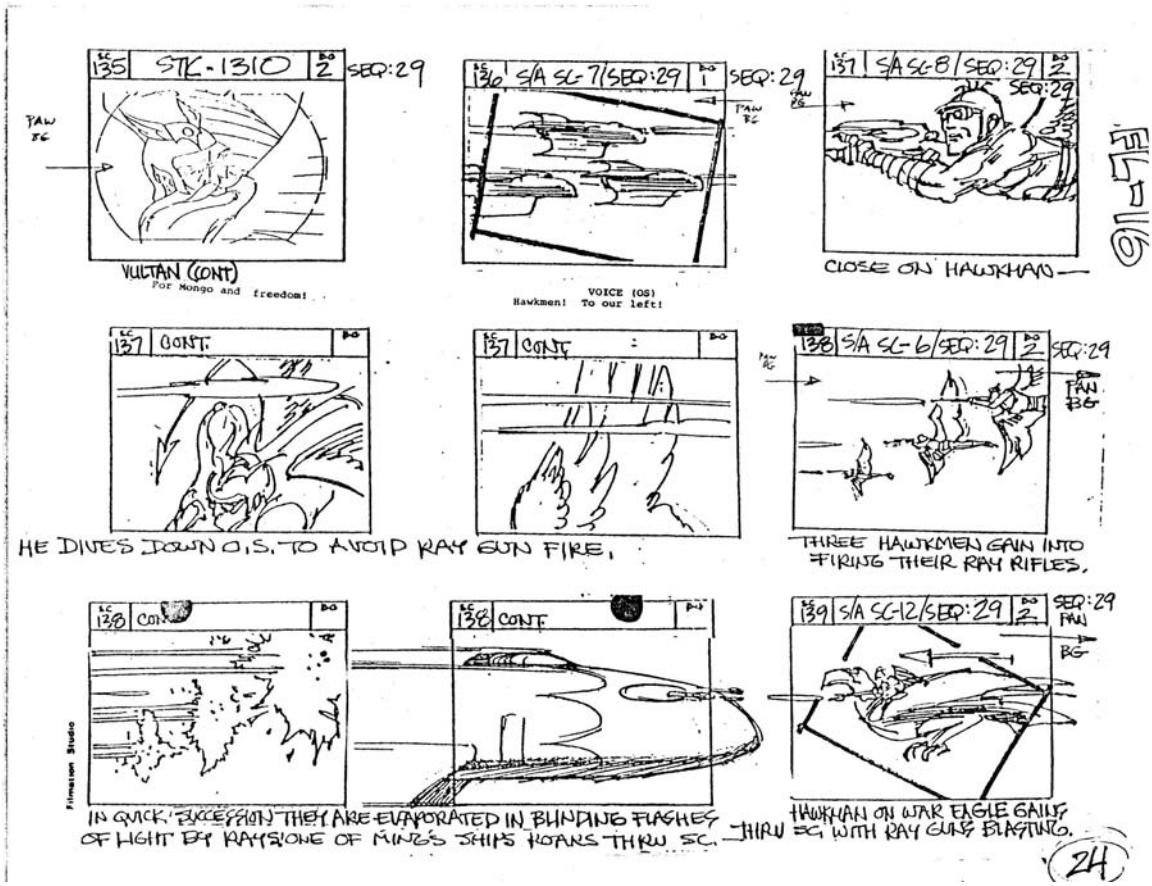


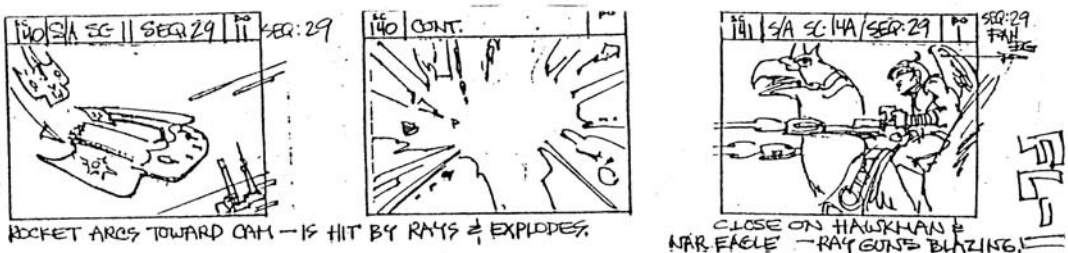
* NO VULTAN

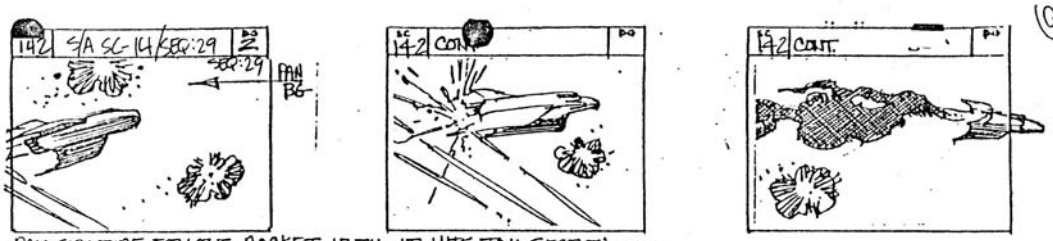
ZARKOV
I hope Vultan's hawkmen can delay them long enough.

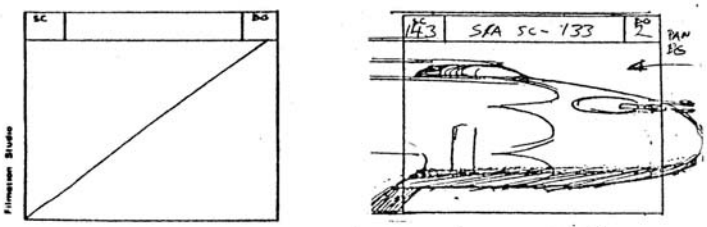



SC 128 S/A SC-1 SEQ:29 BD 1
BIKE FAN
SEQ:29
FAN BG
DISS.
A HUGE FORMATION OF HAWKMEN GAIN IN ON SC,— USE THREE LEVELS AT DIFF. SPEEDS FOR DEPTH.
SC 129 S/A SC-2 SEQ:29 BD 2
BIKE FAN
SEQ:29
FAN BG
CLOSER SHOT FROM SIDE AS HAWKMEN, SOME MOUNTED ON GIANT WAR EAGLES, GAIN THRU — AGAIN, USE THREE LEVELS AT DIFF. SPEEDS FOR DEPTH.
SC 130 S/A SC-3 SEQ:29 BD 1
SEQ:29
FAN BG
MIKO'S ROCKET FLEET GAINS INTO SC
SC 131 S/A SC-4 SEQ:29 BD 2
FAN BG
SEQ:29
ONE OF THE WAR EAGLES SCREECHES LOUDLY.
SC 132 S/A SC-5 SEQ:29 BD 5
1½ FLD BG
SEQ: 29
SL161 FAN
THREE ROCKETS SWOOP THRU SC FIRING THEIR RAY GUNS.
SC 133 REF SC-6 SEQ:29 BD
SEQ-29
VOICE (OS)
Attack formation.
SC 134 STK-1309 BD 1
SEQ: 29
1309
— VULTAN LOOKS BACK —
VULTAN
Come on men!

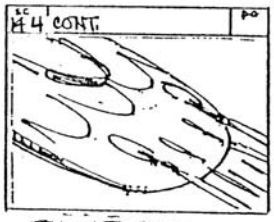

SC 135 STK-1310 BG 2 SEQ:29
PAN BG
VULTAN (CONT)
For Mongo and freedom!
SC 136 S/A SC-7/SEQ:29 BG 1 SEQ:29
PAN BG
VOICE (OS)
Hawkmen! To our left!
SC 137 S/A SC-8/SEQ:29 BG 2 SEQ:29
PAN BG
CLOSE ON HAWKMAN—
SC 137 CONT. BG
SC 137 CONT BG
HE DIVES DOWN O.S. TO AVOID RAY GUN FIRE.
SC 138 S/A SC-6/SEQ:29 BG 2 SEQ:29
PAN BG
PAN BG
THREE HAWKMEN GAIN INTO FIRING THEIR RAY RIFLES.
SC 138 CONT BG
SC 138 CONT BG
IN QUICK EXCESSION THEY ARE EVAPORATED IN BLINDING FLASHES OF HGHT BY RAYS/ONE OF MING'S SHIPS ROARS THRU SC.
SC 139 S/A SC-12/SEQ:29 BG 2 SEQ:29 PAN BG
THRU
HAWKMAN ON WAR EAGLE SAILS SC WITH RAY GUNS BLASTING.
Filmation Studio
24


140 S/A SC 11 SEQ 29
SEQ: 29
140 CONT.
141 S/A SC 14A SEQ: 29
SEQ: 29 PAN BG
ROCKET ARCS TOWARD CAM — IS HIT BY RAYS & EXPLODES.
CLOSE ON HAWKMAN & WAR EAGLE — RAY GUNS BLAZING.

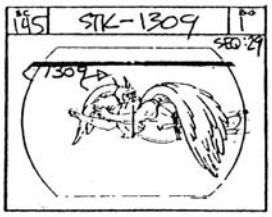

142 S/A SC 14 SEQ: 29
SEQ: 29 PAN BG
142 CONT.
142 CONT.
RAY GUN FIRE FOLLOWS ROCKET UNTIL IT HITS TAIL SECTION —
ENGINES EXPLODE & SHIP ARCS OUT OF SC. 1 IN FIRE.



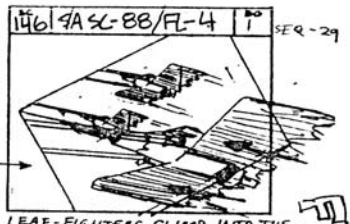
VOICE
There's no where to hide, hawkman!



FOLLOWED BY A ROCKET....

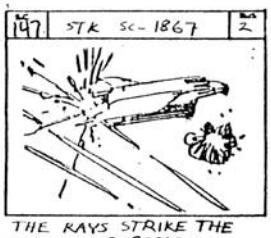


VULTAN TURNS, LOOKS O.S.

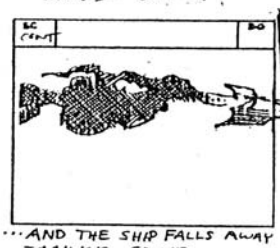


LEAF-FIGHTERS CLIMB INTO THE SKY FIRING RAY-BLASTS. FIGHTER IN FG GAINS IN.

FL-16



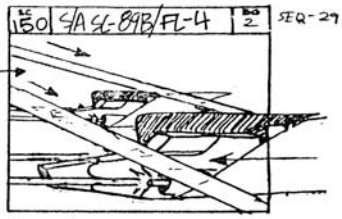
THE RAYS STRIKE THE TAIL OF A ROCKET, ...



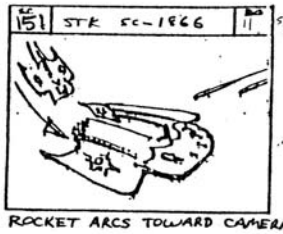
NO SC-148

...AND THE SHIP FALLS AWAY TRAILING SMOKE.

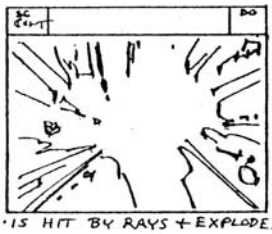
RAYS RAIN DOWN ON THE LEAF-FIGHTERS AS THEY CLIMB UP FROM THE CITY.



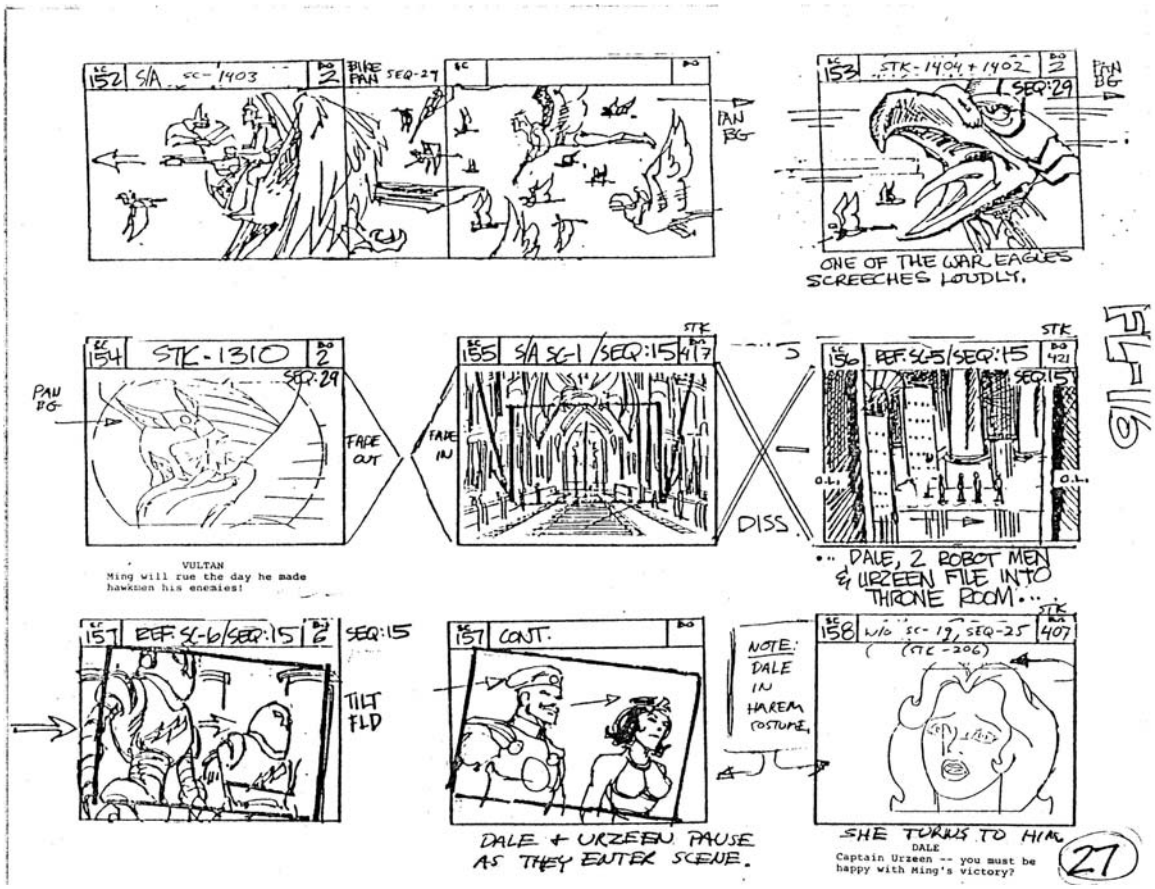
FIGHTER IN FG GAINS IN AS RAYS ZING BY.

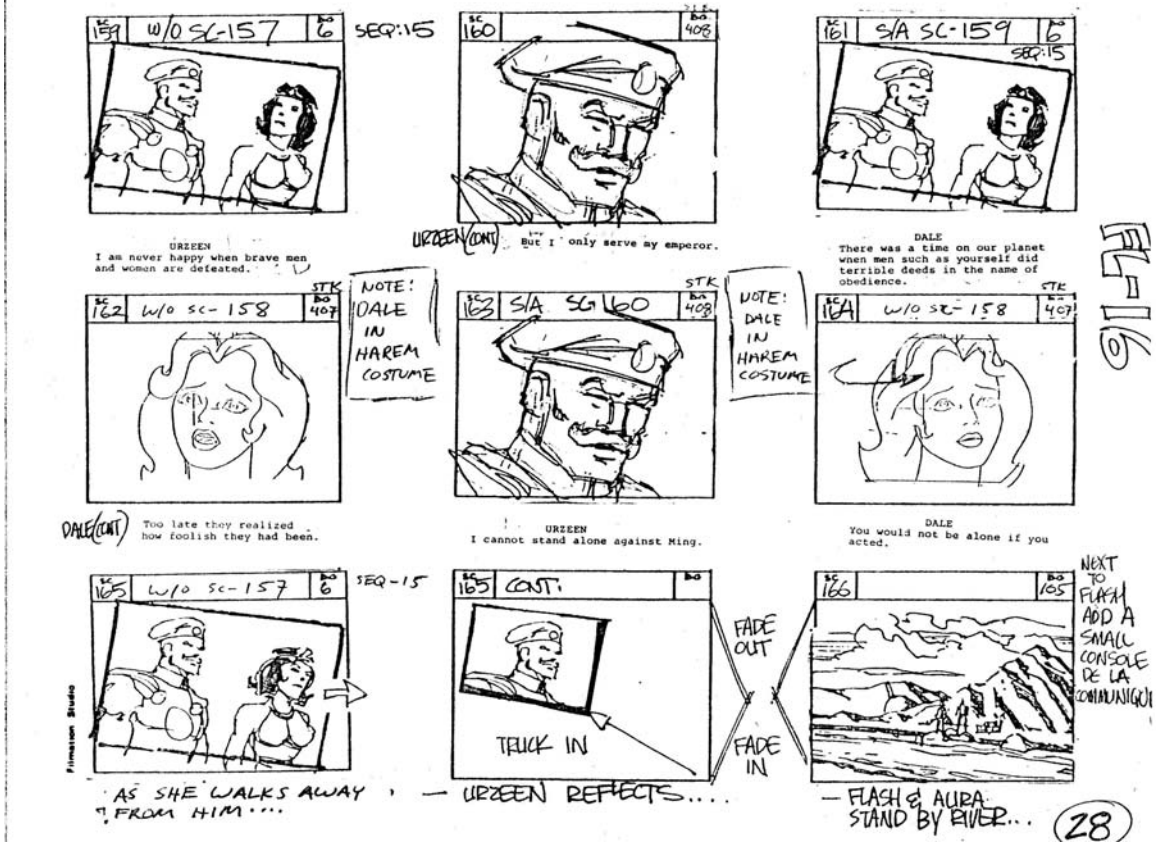


ROCKET ARCS TOWARD CAMERA,...

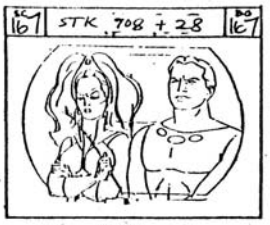


...IS HIT BY RAYS + EXPLODES.

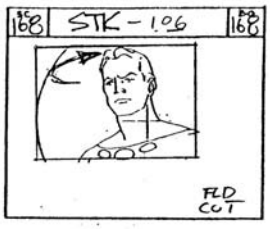

SC 152 S/A sc-1403 BG 2 BIKE PAN SEQ-27
PAN BG
SC 153 STK-1404+1402 BG 2 SEQ:29 PAN BG
ONE OF THE WAR EAGLES SCREECHES LOUDLY.
SC 154 STK-1310 BG 2 SEQ:29
PAN BG
FADE OUT
VULTAN
Ming will rue the day he made hawkmen his enemies!
SC 155 S/A SC-1/SEQ:15 STK BG 417
FADE IN
DISS
SC 156 REF: SC-5/SEQ:15 STK BG 421 SEQ:15
O.L.
O.L.
... DALE, 2 ROBOT MEN & URZEEN FILE INTO THRONE ROOM...
SC 157 REF: SC-6/SEQ:15 BG 2 SEQ:15
TILT FLD
SC 157 CONT. BG
DALE & URZEEN PAUSE AS THEY ENTER SCENE.
NOTE: DALE IN HAREM COSTUME.
SC 158 W/O SC-17, SEQ-25 STK BG 407
(TC-206)
SHE TURNS TO HIM.
DALE
Captain Urzeen -- you must be happy with Ming's victory?
27


SC 159 W/O SC-157 BG 6
SEQ:15
URZEEN
I am never happy when brave men and women are defeated.
SC 160 BG 408
URZEEN (CONT) But I only serve my emperor.
SC 161 S/A SC-159 BG 6
SEQ:15
DALE
There was a time on our planet when men such as yourself did terrible deeds in the name of obedience.
SC 162 W/O SC-158 STK BG 407
NOTE: DALE IN HAREM COSTUME
SC 163 S/A SC 160 STK BG 408
NOTE: DALE IN HAREM COSTUME
SC 161A W/O SC-158 STK BG 407
DALE (CONT) Too late they realized how foolish they had been.
URZEEN
I cannot stand alone against Ming.
DALE
You would not be alone if you acted.
SC 165 W/O SC-157 BG 6
SEQ-15
Filmation Studio
AS SHE WALKS AWAY FROM HIM....
SC 165 CONT. BG
TRUCK IN
— URZEEN REFLECTS....
FADE OUT
FADE IN
SC 166 BG 105
NEXT TO FLASH ADD A SMALL CONSOLE DE LA COMMUNICATION
— FLASH & AURA STAND BY RIVER...
(28)
9/16

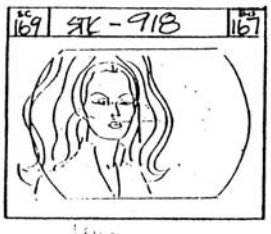
FL-16



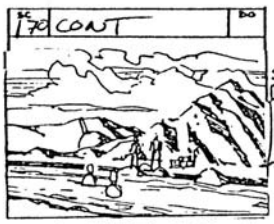
AURA
We can never break through the walls. Mongo steel is too strong.



FLASH
Perhaps, if we can't go through, we can go under.



Under? AURA

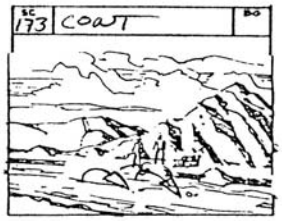


FLASH
Undina! You came!

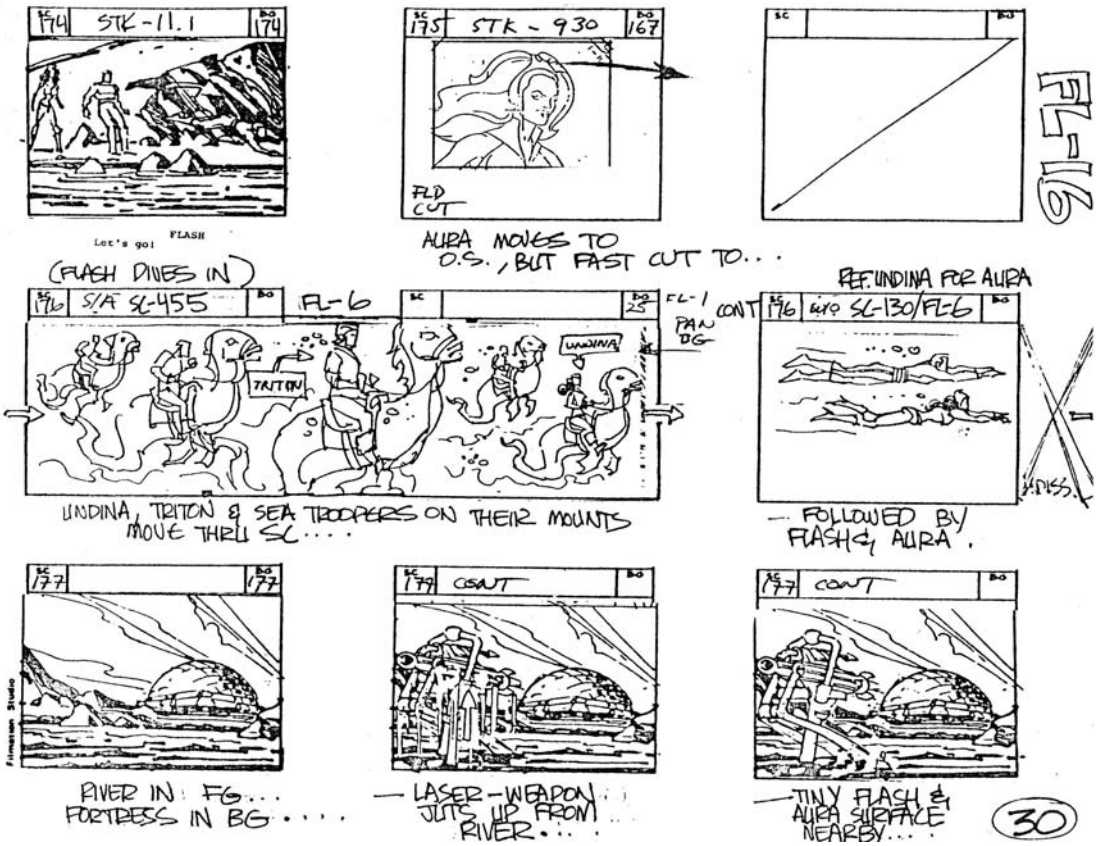
UNDINA
You thought I would not? Ming tried to destroy Coralia.

— SURFACING BEFORE FLASH & AURA IS QUEEN UNDINA OF CORALIA & TRITON, HER RIGHT-HAND MAN...

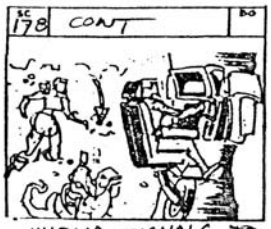
UNDINA (CONT)
Now it is our time to repay him.



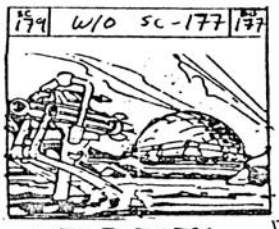
— ON THAT NOTE, UNDINA & TRITON GO UNDER ONCE AGAIN...


SC 174 STK - 11.1 BG 174
Let's go!
FLASH
(FLASH DIVES IN)
SC 175 STK - 930 BG 167
FLD CUT
ALIRA MOVES TO O.S., BUT FAST CUT TO...
FL-16
REF. UNDINA FOR ALIRA
SC 176 S/A SC-455
FL-6
TRITON
UNDINA
FL-1 PAN DG
CONT
SC 176 ALIRA SC-130/FL-6
DISS.
UNDINA, TRITON & SEA TROOPERS ON THEIR MOUNTS MOVE THRU SC....
— FOLLOWED BY FLASH & ALIRA.
SC 177
SC 177 CONT
SC 177 CONT
Filmation Studio
RIVER IN FG... FORTRESS IN BG....
— LASER-WEAPON JUTS UP FROM RIVER....
— TINY FLASH & ALIRA SURFACE NEARBY....
30

UNDERWATER — MERMAN AT CONTROLS AT BASE OF LASER-WEAPON....

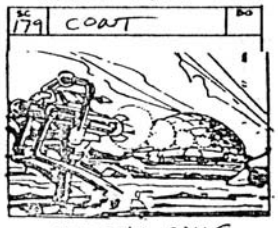


UNDINA SIGNALS TO HIM AND...

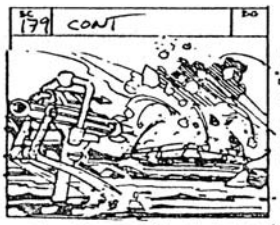


EXT. FORTRESS & WEAPON

FL-16



WHOOPING BALLS OF ENERGY BLEAT FORTH....

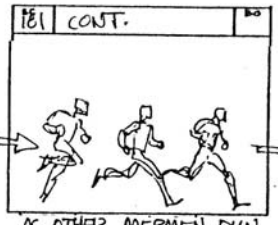


— POUNDING A HOLE IN THE FORTRESS....

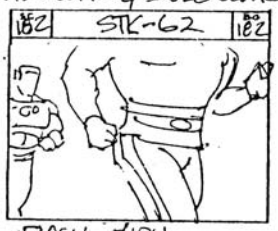
FOR FALLING DEBRIS, D REF. SC-160, SEQ-39

INT. FORTRESS — METAL MEN SCAMPER ABOUT AS DEBRIS & SMOKE CLUTTER...

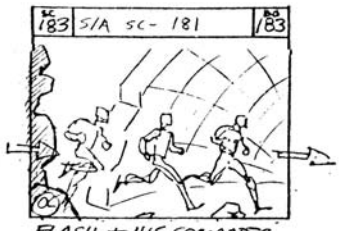
— FLASH, TRITON & UNDINA DASH THRU SC.: TRITON CARRYS WATER WEAPON....



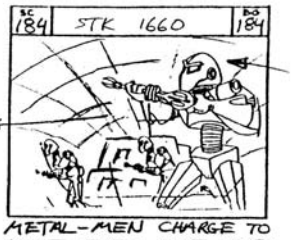
AS OTHER MERMEN RUN THRU SC.



FLASH THRU



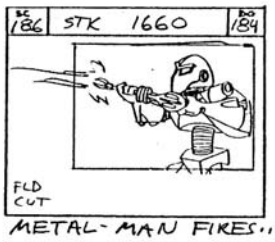
FLASH + HIS COMRADES CHARGE THROUGH THE FORTRESS WALLS.



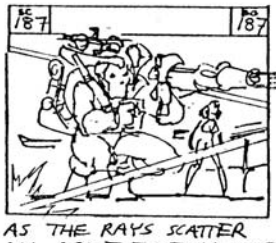
METAL-MEN CHARGE TO MEET THEM. ONE STOPS IN SCENE + FIRES.

FLASH REACTS...

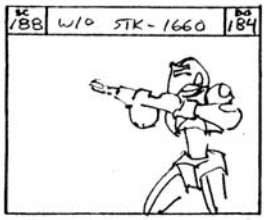
"...AND DUCKS AS A RAY STRIKES JUST BEHIND HIM.



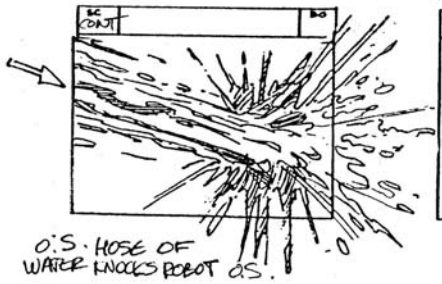
METAL-MAN FIRES...



AS THE RAYS SCATTER ALL ABOUT, TRITON FIRES THE HYDRO-GUN.



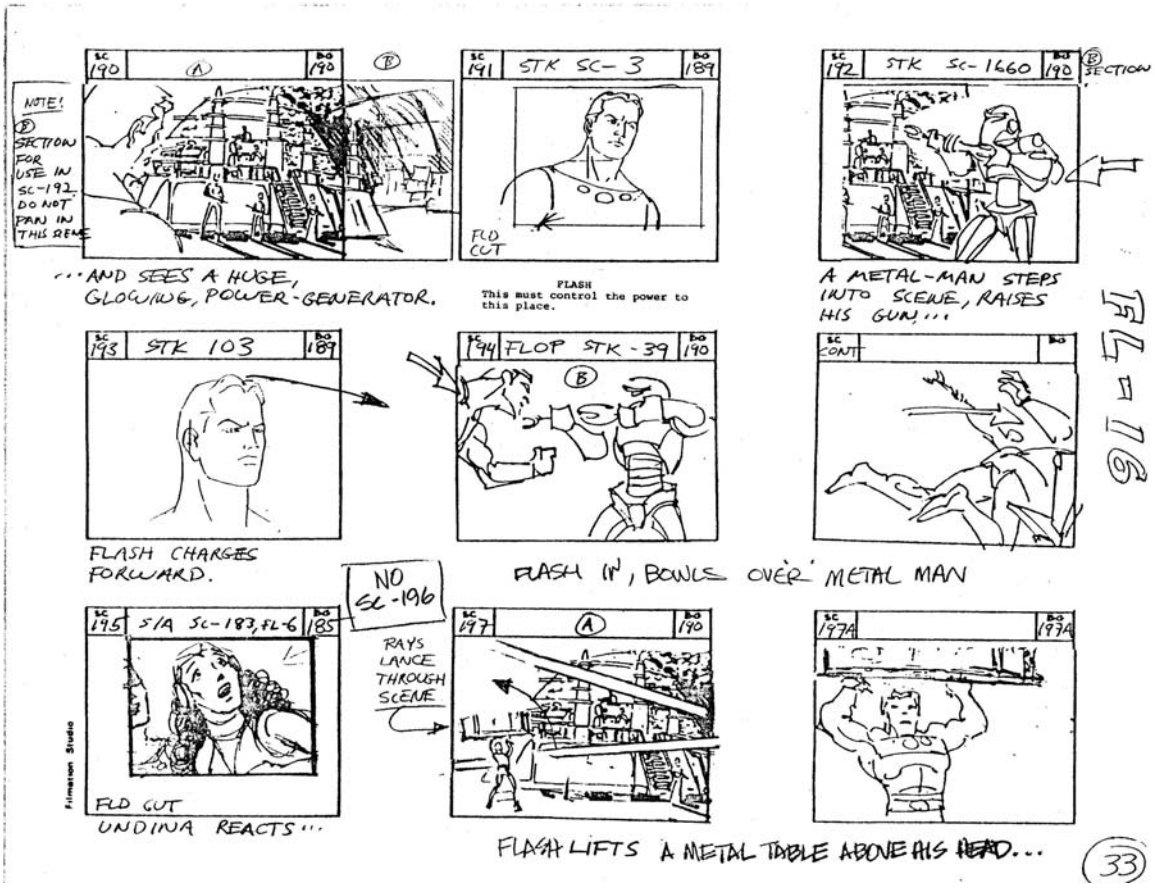
AS ROBOT PREPARES TO FIRE,

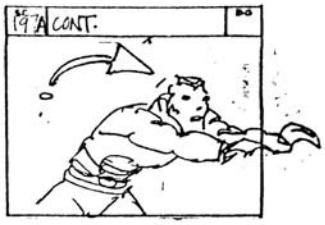


O.S. HOSE OF WATER KNOCKS ROBOT OS.

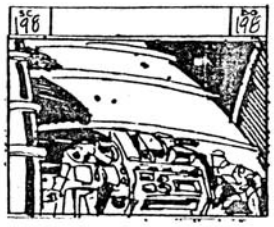
FLASH LOOKS OVER HIS SHOULDER.

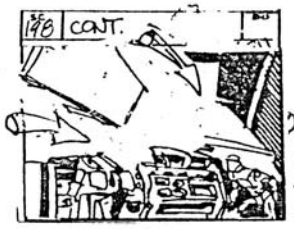
FIL-116


SC 190
A
B
BG 190
NOTE!
(B) SECTION FOR USE IN SC-192. DO NOT PAN IN THIS REGION
...AND SEES A HUGE, GLOWING, POWER-GENERATOR.
SC 191
STK SC-3
BG 189
FLD CUT
FLASH
This must control the power to this place.
SC 192
STK SC-1660
BG 190
(B) SECTION
A METAL-MAN STEPS INTO SCENE, RAISES HIS GUN,...
SC 193
STK 103
BG 189
FLASH CHARGES FORWARD.
SC 194
FLOP STK-39
BG 190
B
FLASH IN, BOWLS OVER METAL MAN
SC CONT
BG
NO SC-196
SC 195
S/A SC-183, FL-6
BG 185
FLD CUT
UNDINA REACTS...
RAYS LANCE THROUGH SCENE
SC 197
A
BG 190
SC 197A
BG 197A
FLASH LIFTS A METAL TABLE ABOVE HIS HEAD...
Filmation Studio
FL-16
33



...TOSSES IT OS...





THE TABLE FLIES IN ...

FL-16

...HITS POWER GENERATOR, EXPLODES.

SFX: ENGINES WIND DOWN, LITES DIM..

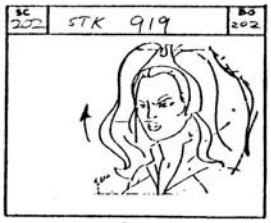
UNDINA
I think you've done it, Flash Gordon.

NOTE: FADE GREY BURNESS OVER S.E. HOLD FOR REMAINDER OF FURT INT. SHOTS

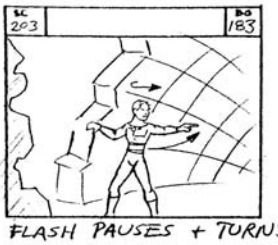
FLASH
With a little help...

UNDINA + TRITON SMILE, ... from my friends.

FLASH DASHES O.S.



AURA
Flash! We're you going?



FLASH PAUSES + TURNS BACK.

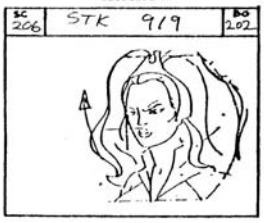
FLASH
Go with Undina and her sea warriors···

HE LOOKS AROUND THE ROOM.

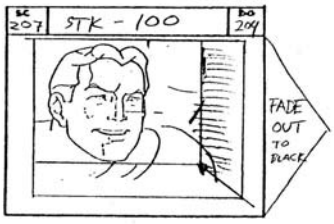
-- and take command of this fortress···

···in the name of the free people of Mongo.

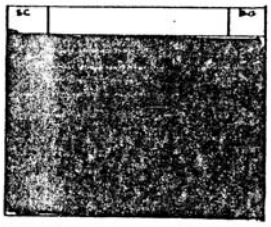
HL - 16



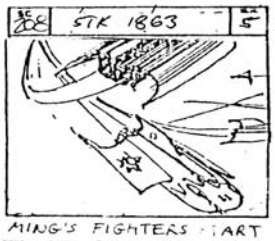
AURA
But what about you?



FLASH
I've got a date to be best man at a wedding.

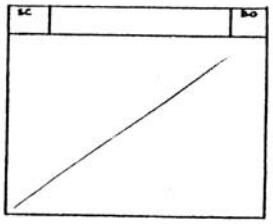


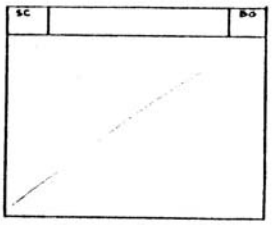
CUT TO:

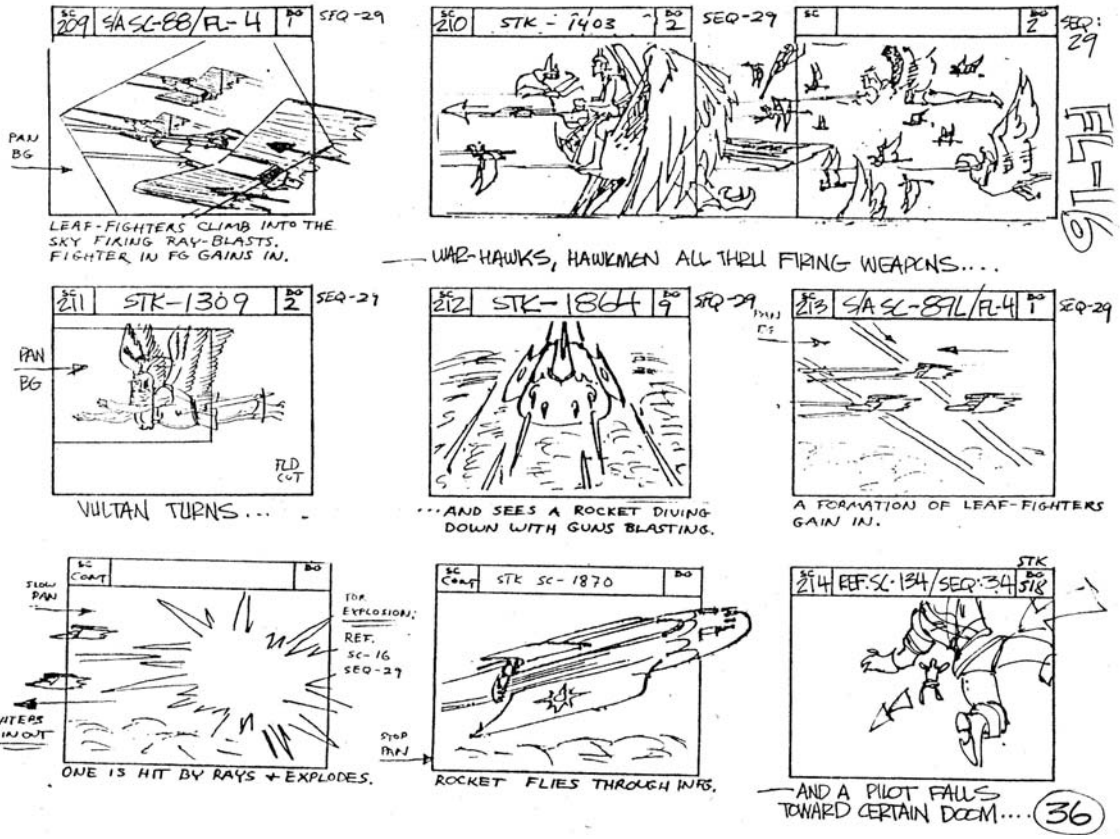


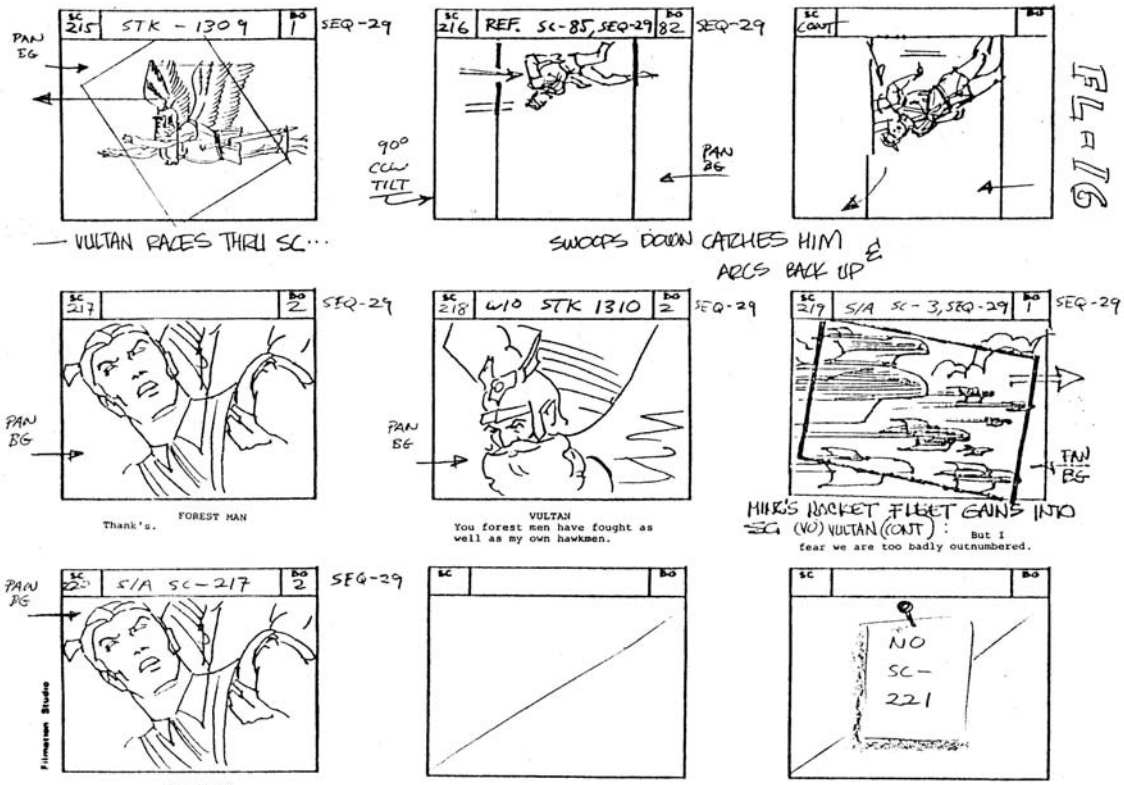
SEQ. 29

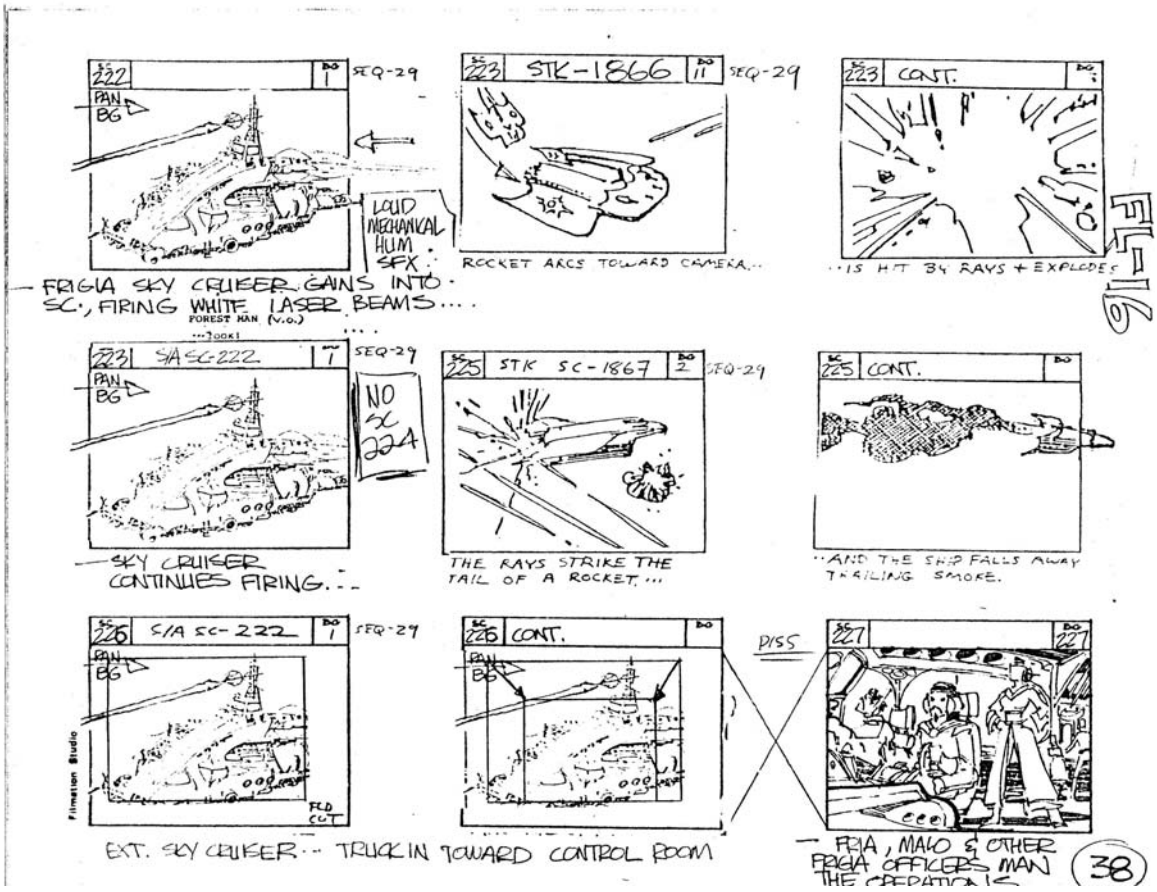
MING'S FIGHTERS START TO ATTACK.





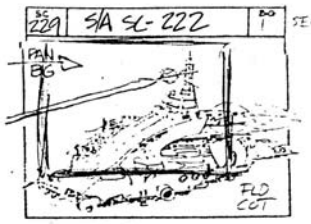

SC 209 S/A SC-88/FL-4 BG 1 SEQ-29
PAN BG
LEAF-FIGHTERS CLIMB INTO THE SKY FIRING RAY-BLASTS. FIGHTER IN FG GAINS IN.
SC 210 STK - 1403 BG 2 SEQ-29
SC BG 2 SEQ: 29
—WAR-HAWKS, HAWKMEN ALL THRU FIRING WEAPONS....
SC 211 STK-1309 BG 2 SEQ-29
PAN BG
FLD CUT
VULTAN TURNS...
SC 212 STK-1864 BG 9 SEQ-29
...AND SEES A ROCKET DIVING DOWN WITH GUNS BLASTING.
SC 213 S/A SC-89L/FL-4 BG 1 SEQ-29
A FORMATION OF LEAF-FIGHTERS GAIN IN.
SC CONT BG
SLOW PAN
FOR EXPLOSION: REF. SC-16 SEQ-29
FIGHTERS GAIN OUT
ONE IS HIT BY RAYS + EXPLODES.
SC CONT STK SC-1870 BG
STOP PAN
ROCKET FLIES THROUGH INFS.
SC 214 REF. SC-134/SEQ-34 STK BG 518
—AND A PILOT FALLS TOWARD CERTAIN DOOM.... 36


SC 215 STK - 1309 BG 1 SEQ-29
PAN BG
VULTAN RACES THRU SC···
SC 216 REF. SC-85, SEQ-29 BG 82 SEQ-29
90° CCW TILT
PAN BG
SWOOPS DOWN CATCHES HIM & ARCS BACK UP
SC CONT BG
FL-16
SC 217 BG 2 SEQ-29
PAN BG
FOREST MAN
Thank's.
SC 218 W10 STK 1310 BG 2 SEQ-29
PAN BG
VULTAN
You forest men have fought as well as my own hawkmen.
SC 219 S/A SC-3, SEQ-29 BG 1 SEQ-29
PAN BG
MIKO'S ROCKET FLEET GAINS INTO
SC (VO) VULTAN (CONT): But I fear we are too badly outnumbered.
SC 220 S/A SC-217 BG 2 SEQ-29
PAN BG
Filmation Studio
FOREST MAN
Maybe not --
SC BG
SC BG
NO SC- 221

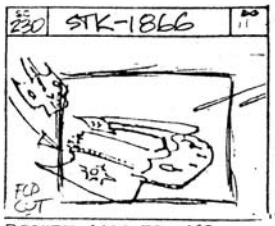

SC 222 BG 1 SEQ-29
PAN BG
LOUD MECHANICAL HUM SFX
FRIGIA SKY CRUISER GAINS INTO SC., FIRING WHITE LASER BEAMS....
FOREST MAN (V.O.) ...TOOK!
SC 223 STK-1866 BG 11 SEQ-29
ROCKET ARCS TOWARD CAMERA...
SC 223 CONT. BG
...IS HIT BY RAYS + EXPLODES
SC 223 S/A SC-222 BG 1 SEQ-29
PAN BG
NO SC 224
SKY CRUISER CONTINUES FIRING...
SC 225 STK SC-1867 BG 2 SEQ-29
THE RAYS STRIKE THE TAIL OF A ROCKET...
SC 225 CONT. BG
...AND THE SHIP FALLS AWAY TRAILING SMOKE.
SC 226 S/A SC-222 BG 1 SEQ-29
PAN BG
FLD CUT
Filmation Studio
SC 226 CONT. BG
PAN BG
DISS
SC 227 BG 227
EXT. SKY CRUISER -- TRUCK IN TOWARD CONTROL ROOM
FRIA, MALO & OTHER FRIGIA OFFICERS MAN THE CONTROLS

FL-16

FRIA
Now Frigia joins the fight against Ming the Merciless.

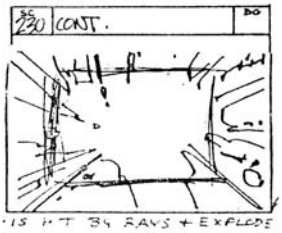


EXT. SHIP FLEES.....

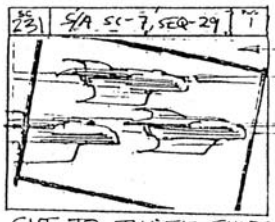


ROCKET ARCS TOWARD CAMERA.

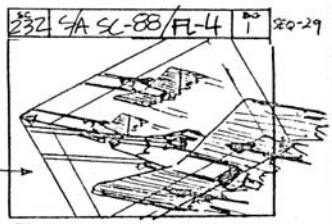
FL-16



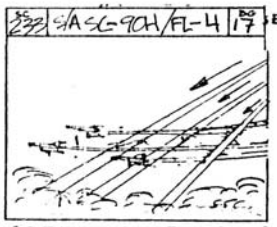
IS HIT BY RAYS + EXPLODE



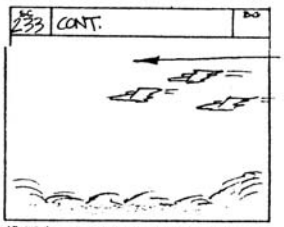
CUT TO THREE SHIPS FLYING IN FORMATION; ALL FIRING THEIR RAY GUNS.



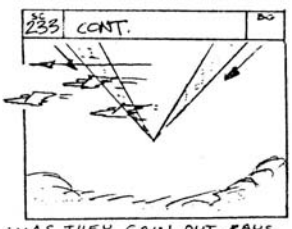
TRUCK OUT AS FIGHTERS FIRE A BARRAGE. FIGHTER IN FG GAINS IN.



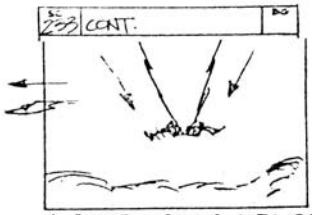
...AS THREE ROCKETS SWOOP THROUGH, DODGING RAYS.



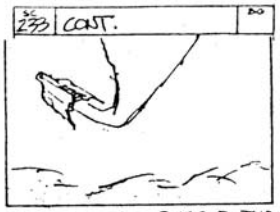
HOLD A BEAT, THEN THREE FIGHTERS CRUISE IN.



...AS THEY GAIN OUT, RAYS FIRE AT THEM.



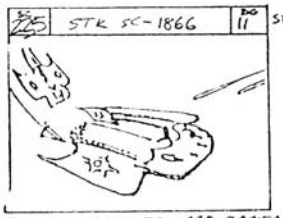
A ROCKET SHOOTS OVER CAMERA,...



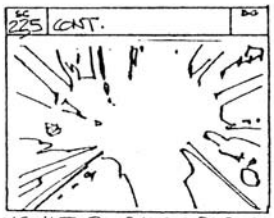
...+ TURNS TO PURSUE THEM

--MALO PULLS BACK ON LASER FIRING MECHANISM...

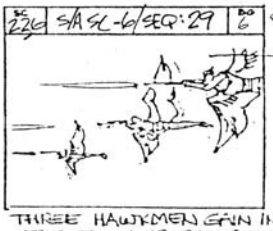
91-16



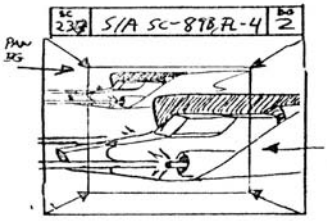
ROCKET ARCS TOWARD CAMERA,...



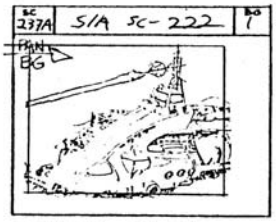
...IS HIT BY RAYS + EXPLODES.



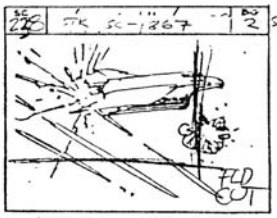
THREE HAWKMEN GAIN INTO FIRING THEIR RAY RIFLES.



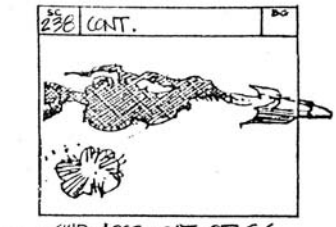
LEAF FIGHTERS FIRE...



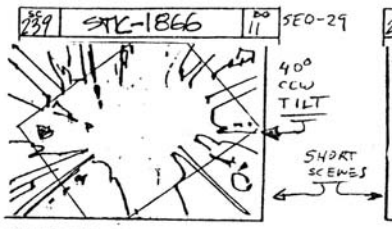
SKY CRUISER FIRES...

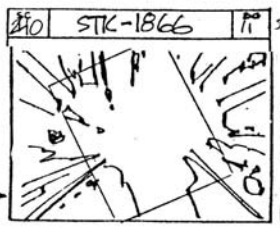


TAIL SECTION OF ROCKET HIT



— SHIP ARCS OUT OF SC. ON FIRE.....





SHORT SCENES

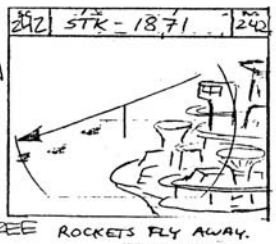
ANOTHER IS HIT + EXPLODES ...

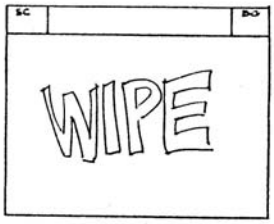
...AND ANOTHER EXPLODES.

FLY-IN

PAN BG

*ONLY 3 ROCKETS



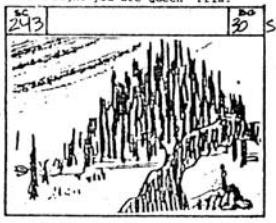


VULTAN FLIES INTO SC NEAR SKY CRUISER

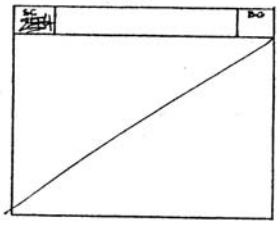
THREE ROCKETS FLY AWAY.

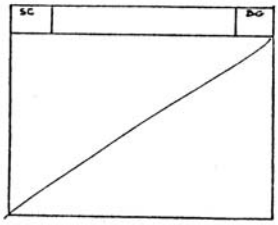
VULTAN
A welcome sight you are Queen Fria.

VULTAN (CONT) (OS)
But not, I suspect, to Ming.
(laughs)



SEQ:14





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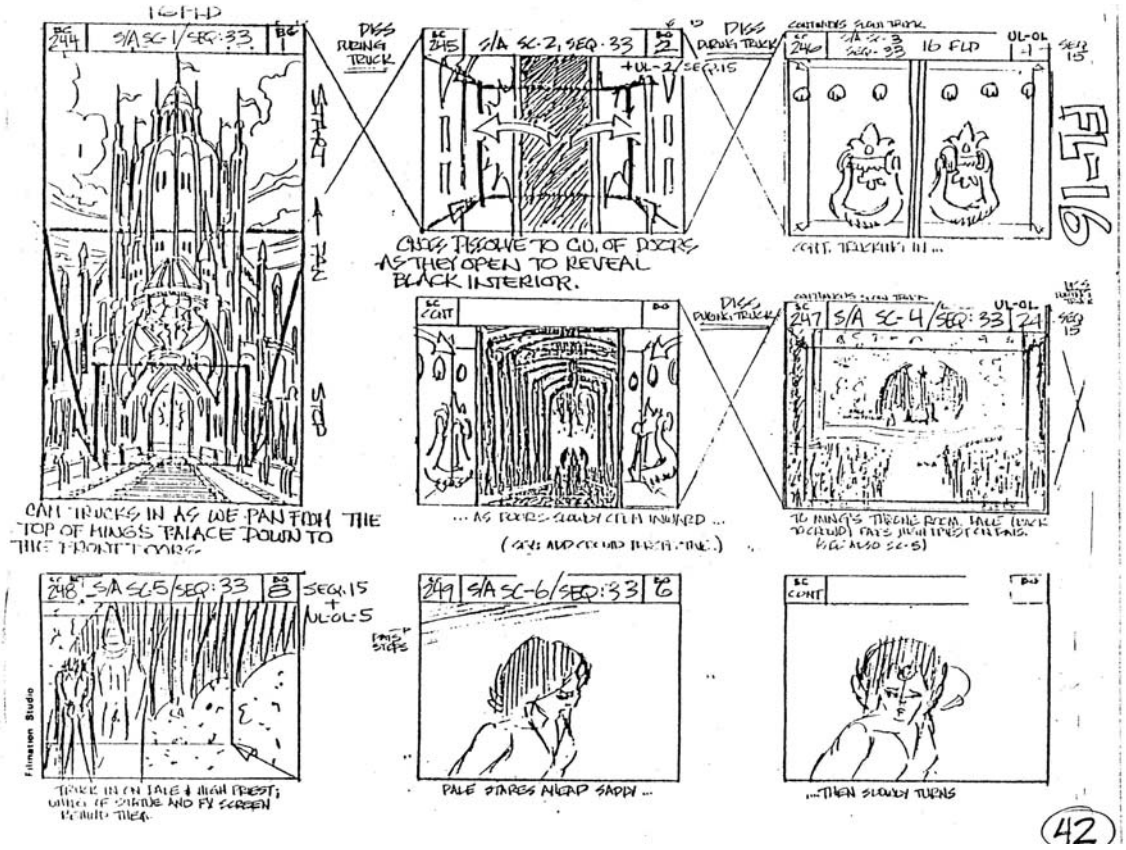
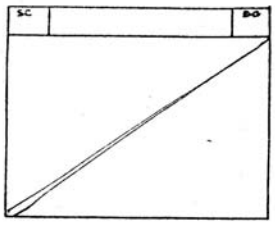
EXT. MINGO CITY - DAY

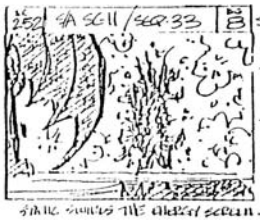

16 FLD
SC 244 S/A SC-1/SEQ:33 BG 1
DISS PANNING TRUCK
START
PAN
STOP
SC 245 S/A SC-2, SEQ-33 BG 2
+UL-2/SEQ 15
DISS PANNING TRUCK
CONTINUES FROM TRUCK
SC 246 S/A SC-3 SEQ-33 16 FLD
UL-OL -1
SEQ 15
CUTS TOGETHER ...
CAMERA DISSOLVE TO CU OF DOORS AS THEY OPEN TO REVEAL BLACK INTERIOR.
SC CONT BG
... AS DOORS SLOWLY CLEAR INWARD ...
(SFX: ALIEN CROWD NOISE - ONE.)
DISS PANNING TRUCK
CONTINUES FROM TRUCK
SC 247 S/A SC-4/SEQ:33 24
UL-OL
SEQ 15
TO KING'S THRONE ROOM. TALL (BACK TO CROWD) FATS HIGH THRONE CURTAINS. (ALSO SC-5)
CAM TRUCKS IN AS WE PAN FROM THE TOP OF KING'S PALACE DOWN TO THE FRONT DOORS.
SC 248 S/A SC-5/SEQ:33 BG 8
SEQ-15 + UL-OL-5
TRUCK IN ON TALE & HIGH FROST; CUTS OF STATUE AND FX SCREEN PEARLY TILES.
SC 249 S/A SC-6/SEQ:33 BG 6
FADE SLOW
PALE STARES AHEAD SADLY ...
SC CONT BG
...THEN SLOWLY TURNS
Filmation Studio
91-16
42

SFX: MUSIC REACHES EVIL PEAK—STINGS OUT.

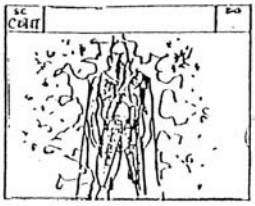
SHORT BEAT OF SILENCE - THEN DALE SNAPS A WORRIED LOOK UP AT THE O.S. SOUND OF AN EVIL FANFARE.



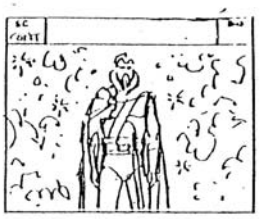
91-716



STATIC SHOTS THE ENTIRE SCENE...

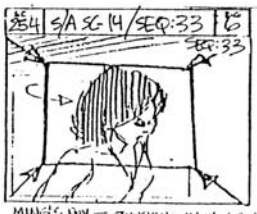


...AND KING AFFARS.

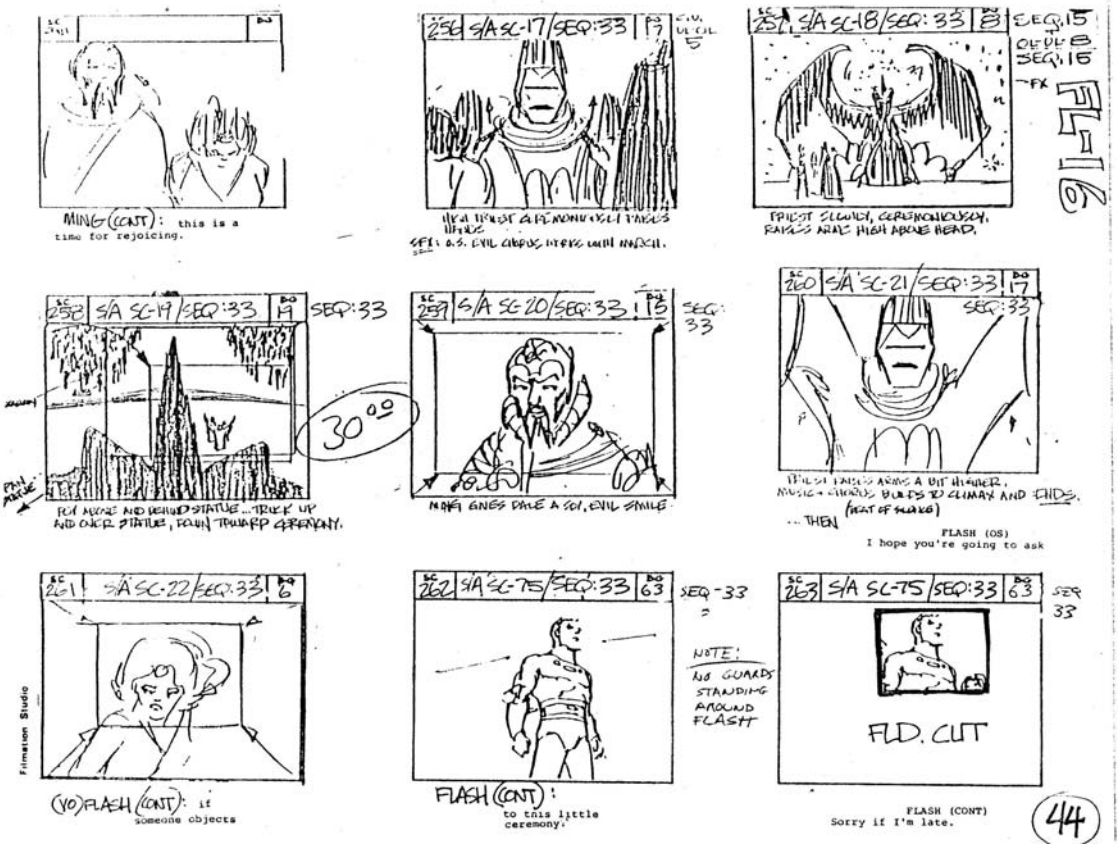


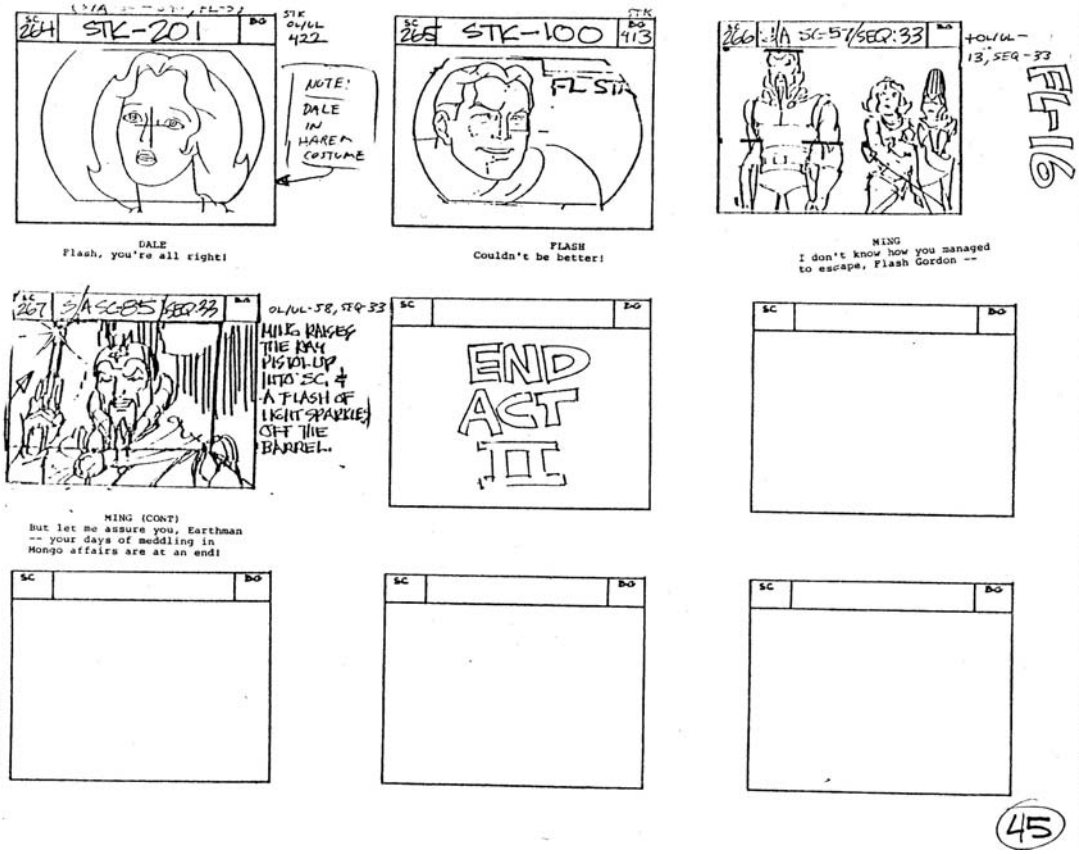
HEAD WING FANFARE STINGS UP & CUT. SHORT BEAT OF SILENCE, THEN EVIL WEDDING MARCH STARTS.

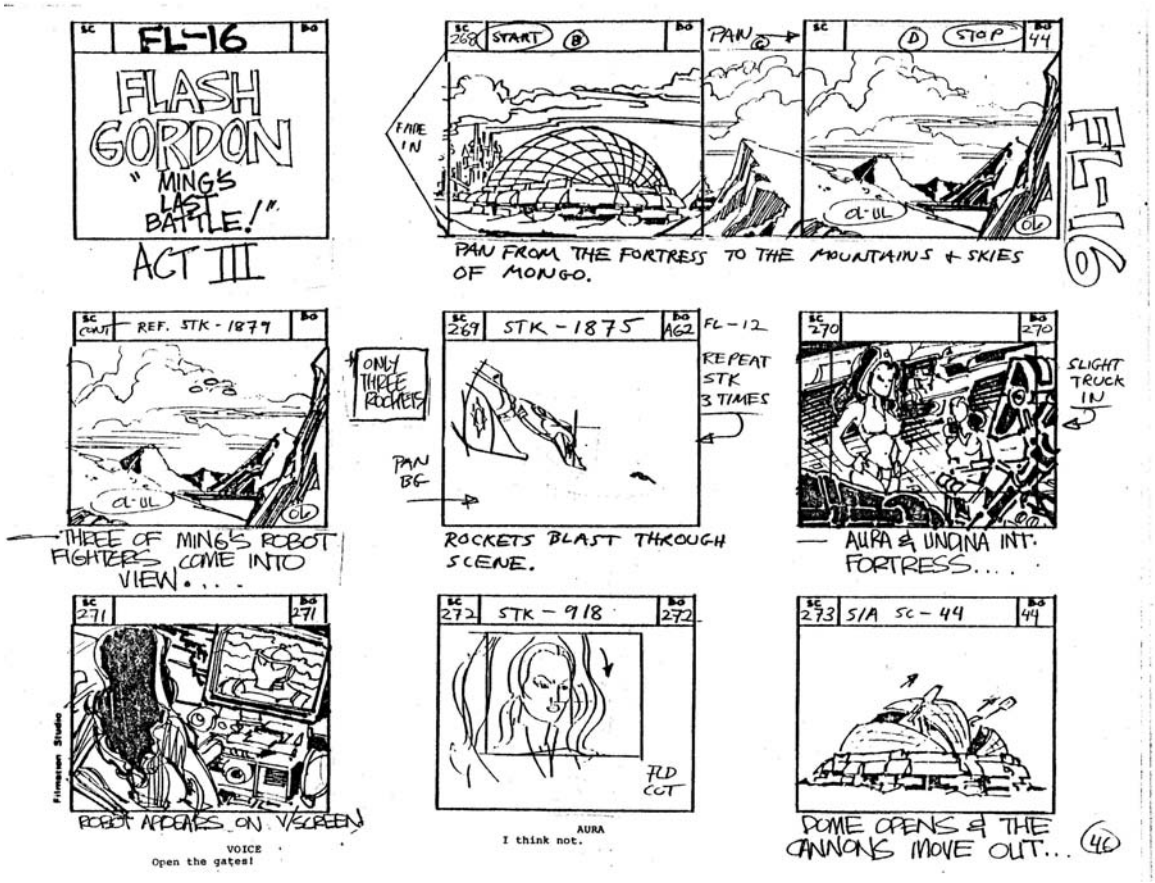
HEAD TURNS HERE... TALK CUT AS DALE LEADS SC SLOWLY, ONE STEP AT A TIME.

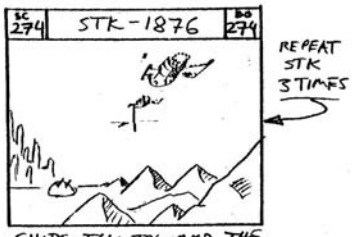


MING'S POV — TRACKING IN, IN SLOW PACES, ON DALE. DALE TURNS HER HEAD AWAY FROM CAM.


MING (CONT): this is a time for rejoicing.
256 S/A SC-17 SEQ:33
HIGH PRIEST CLAPS HANDS ONCE, TAKES UP REINS
SFX: O.S. EVIL CIRCUS MUSIC WITH MARCH.
257 S/A SC-18 SEQ:33
SEQ:15 OF 16 SEQ.
FX
PRIEST SLOWLY, CEREMONIOUSLY, RAISES ARMS HIGH ABOVE HEAD.
FLD 6
252 S/A SC-19 SEQ:33
SEQ:33
30°°
PAN
FOR MORE AND BEHIND STATUE... TRUCK UP AND OVER STATUE, PAN TOWARD CEREMONY.
259 S/A SC-20 SEQ:33
SEQ: 33
MING GIVES PALE A SOT, EVIL SMILE
260 S/A SC-21 SEQ:33
SEQ:33
PRIEST RAISES ARMS A BIT HIGHER. MUSIC + CHORUS BUILDS TO CLIMAX AND ENDS. (BEAT OF SILENCE)
... THEN
FLASH (OS)
I hope you're going to ask
261 S/A SC-22 SEQ:33
Filmation Studio
(YO) FLASH (CONT): if someone objects
262 S/A SC-75 SEQ:33
SEQ-33
FLASH (CONT): to this little ceremony.
NOTE: NO GUARDS STANDING AROUND FLASH
263 S/A SC-75 SEQ:33
SEQ 33
FLD. CUT
FLASH (CONT)
Sorry if I'm late.

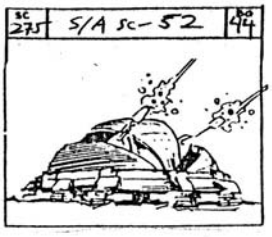

SC 264 STK-201 BD
STK OL/UL 422
NOTE: DALE IN HAREM COSTUME
DALE
Flash, you're all right!
SC 265 STK-100 BD 413
STK
FLASH
Couldn't be better!
266 3/A SC-57/SEQ:33 BD
+OL/UL-13, SEQ-33
MING
I don't know how you managed to escape, Flash Gordon --
SC 267 3/A SC-65/SEQ-33 BD
OL/UL-58, SEQ-33
MING RAISES THE RAY PISTOL UP INTO SC, & A FLASH OF LIGHT SPARKLES OFF THE BARREL.
MING (CONT)
But let me assure you, Earthman -- your days of meddling in Mongo affairs are at an end!
SC
BD
END ACT III
Filmation Studio
FL-16
45


FL-16
FLASH GORDON
" MING'S LAST BATTLE! "
ACT III
SC 268 START (B) BG
PAN (C)
SC (D) STOP BG 44
FADE IN
CL-UL
OL
PAN FROM THE FORTRESS TO THE MOUNTAINS & SKIES OF MONGO.
FL-10
SC CONST REF. STK-1879 BG
CL-UL
OL
THREE OF MING'S ROBOT FIGHTERS COME INTO VIEW. . . .
ONLY THREE ROCKETS
SC 269 STK-1875 BG AG2
FL-12
REPEAT STK 3 TIMES
PAN BG
ROCKETS BLAST THROUGH SCENE.
SC 270 270
SLIGHT TRUCK IN
AURA & UNCINA INT. FORTRESS. . . .
SC 271 271
Filmation Studios
ROBOT APPEARS ON V/SCREEN
VOICE
Open the gates!
SC 272 STK-918 BG 272
FLD CUT
AURA
I think not.
SC 273 S/A Sc-44 BG 44
DOME OPENS & THE CANNONS MOVE OUT...
46

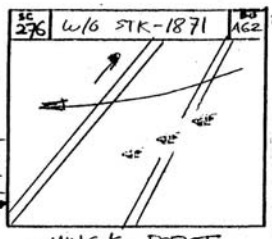


REPEAT STK 3 TIMES

SHIPS FLY TOWARD THE FORTRESS.

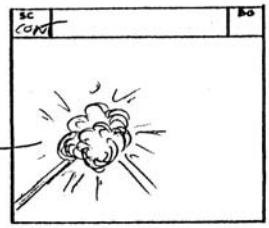


— FORTRESS FIRES



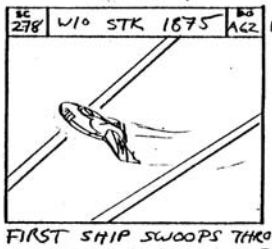
RAYS BLAST PAST SHIPS

— MING'S ROBOT FIGHTERS THRU SC. . . .

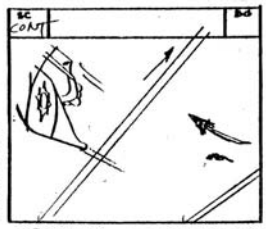


— TOP ONE GETS HIT BEFORE LEAVING SC.

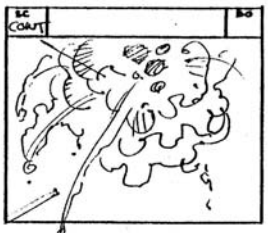
GUNNER TAKES AIM.



FIRST SHIP SWOOPS THROUGH SCENE AS RAYS ZING PAST IT.

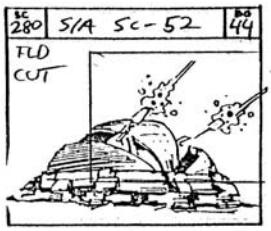


SECOND SHIP ENTERS...

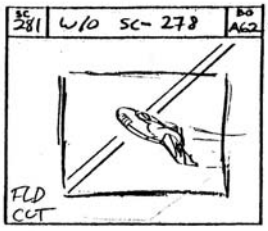


...AND IS BLASTED.

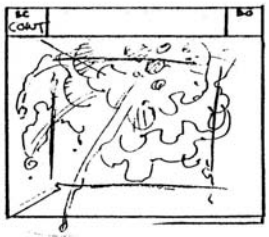
UNDINA TURNS.



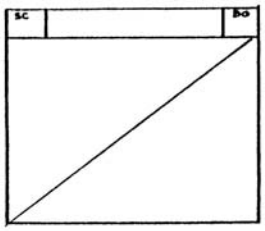
CANNONS BLAST...

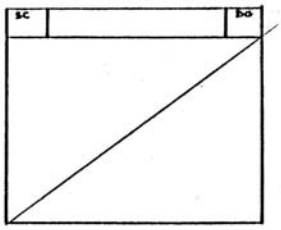


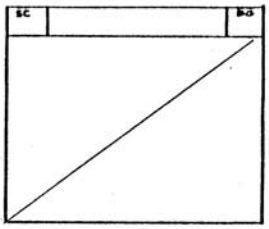
...AND THE LAST SHIP...

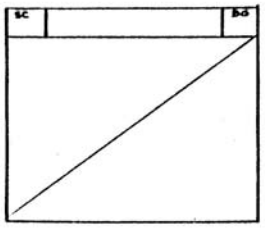


...IS DESTROYED.









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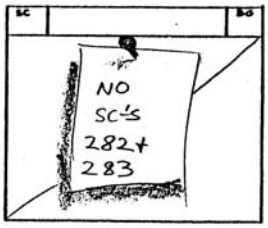

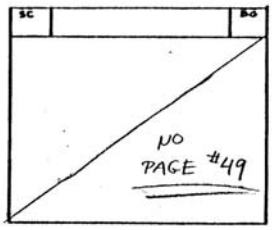

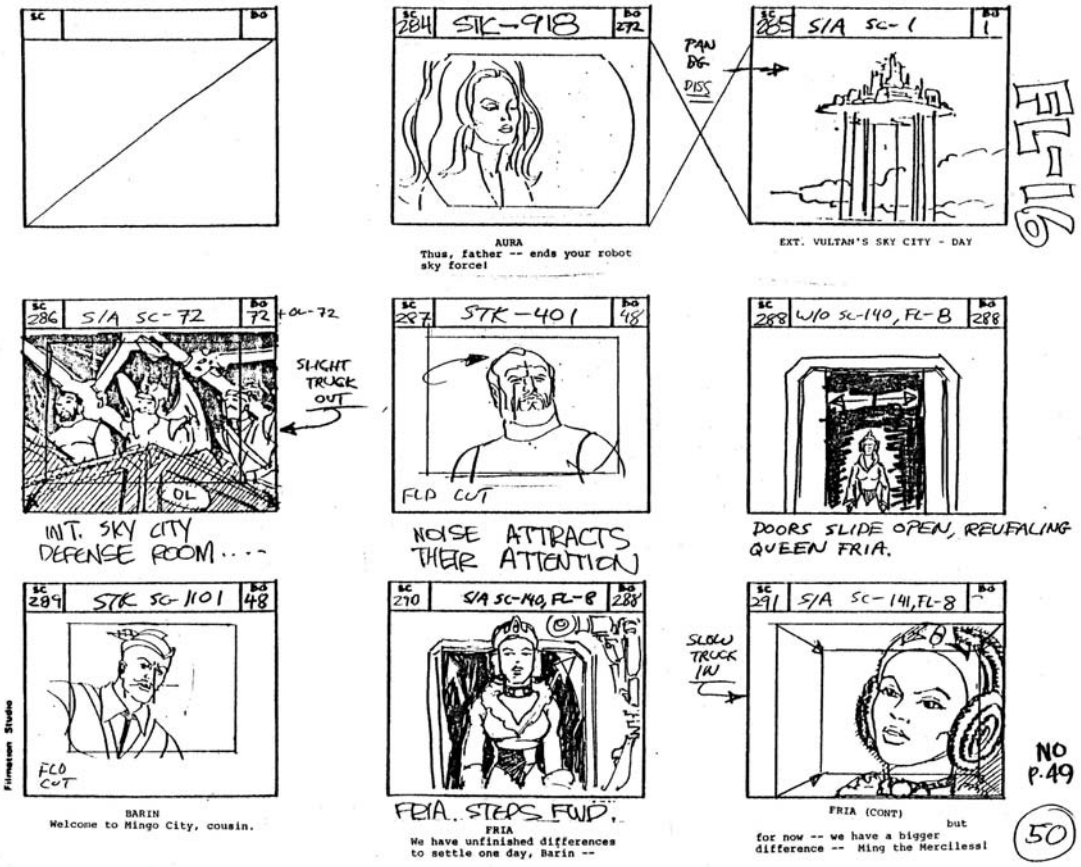
SC
BG
SC 284 STK-918 BG 272
AURA
Thus, father -- ends your robot sky force!
PAN BG DISS
SC 285 S/A SC-1 BG 1
EXT. VULTAN'S SKY CITY - DAY
SC 286 S/A SC-72 BG 72 +OL-72
OL
SLIGHT TRUCK OUT
INT. SKY CITY DEFENSE ROOM....
SC 287 STK-401 BG 48
FLD CUT
NOISE ATTRACTS THEIR ATTENTION
SC 288 W/O SC-140, FL-8 BG 288
DOORS SLIDE OPEN, REVEALING QUEEN FRIA.
SC 289 STK SC-1101 BG 48
FCO CUT
BARIN
Welcome to Mingo City, cousin.
SC 290 S/A SC-140, FL-8 BG 288
FRIA..STEPS FWD.
FRIA
We have unfinished differences to settle one day, Barin --
SC 291 S/A SC-141, FL-8 BG
SLOW TRUCK IN
FRIA (CONT)
but for now -- we have a bigger difference -- Ming the Merciless!
NO P.49
50
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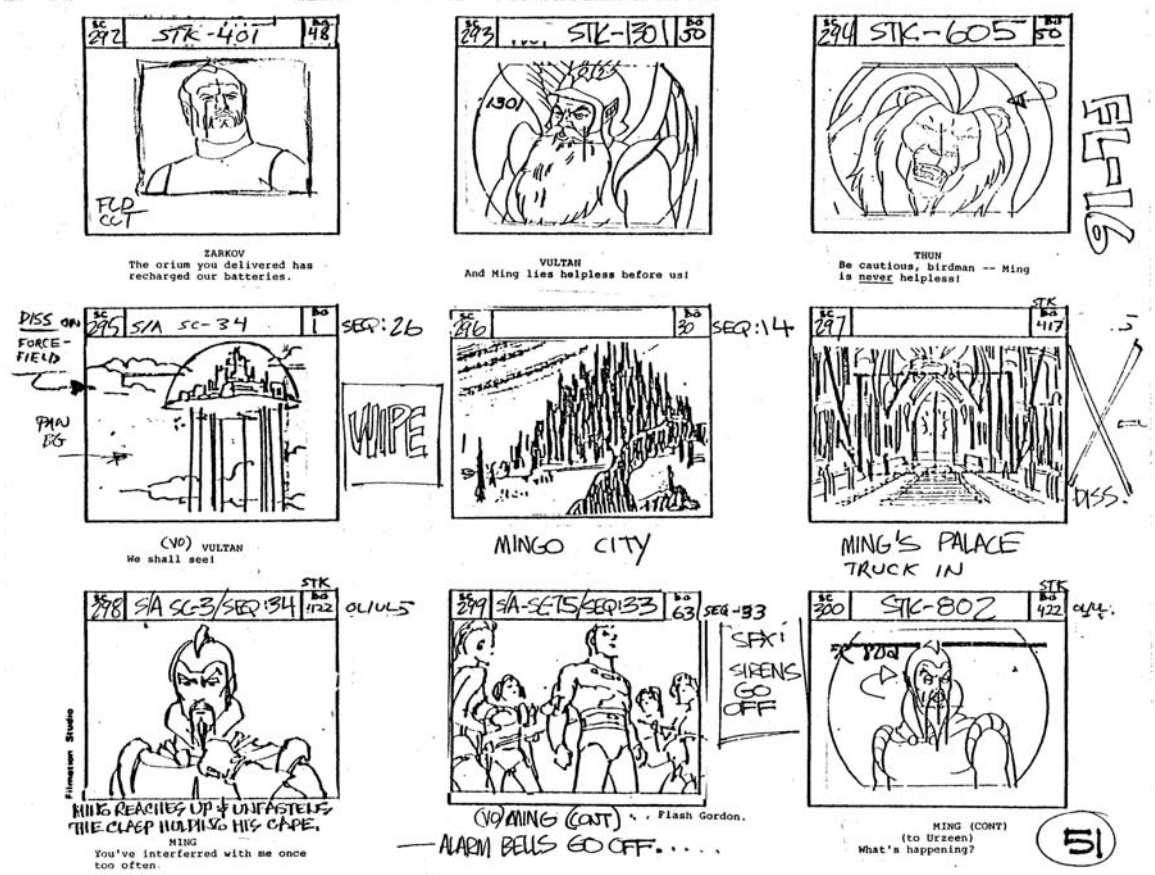

SC 292 STK-401 BD 48
FLD CCT
ZARKOV
The orium you delivered has recharged our batteries.
SC 293 STK-130 BD 50
130!
VULTAN
And Ming lies helpless before us!
SC 294 STK-605 BD 50
THUN
Be cautious, birdman -- Ming is never helpless!
DISS ON FORCE-FIELD
SC 295 S/A SC-34 BD 1 SEQ: 26
PAN BG
(VO) VULTAN
We shall see!
WIPE
SC 296 BD 30 SEQ: 14
MINGO CITY
SC 297 STK BD 417
DISS.
MING'S PALACE
TRUCK IN
SC 298 S/A SC-3/SEQ: 34 STK BD 1122
MING REACHES UP & UNFASTENS THE CLASP HOLDING HIS CAPE.
MING
You've interferred with me once too often.
SC 299 S/A-SC-15/SEQ: 133 BD 63 SEQ-33
SFX: SIRENS GO OFF
(VO) MING (CONT) . . . Flash Gordon.
— ALARM BELLS GO OFF. . . .
SC 300 STK-802 STK BD 422
MING (CONT)
(to Urzeen)
What's happening?
51

URZEEN
The fortress has fallen.

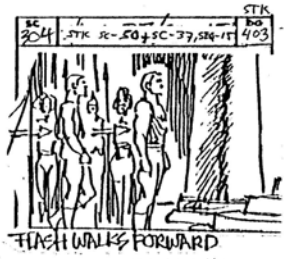
URZEEN (CONT): Mingo City cannot be defended.

(V.O.) URZEEN (CONT): We must surrender.

MING
Never!

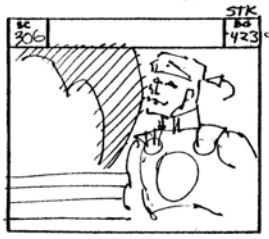
MING LEANS IN ...

MING (CONT): Let them try to destroy us!

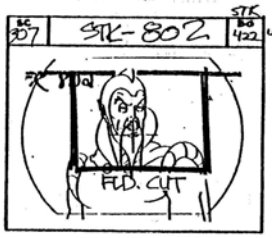


FLASH
Your emperor is mad, Urzeen!

FLASH (CONT):
The fight is finished!



URZEEN
His is right, majesty. We must stop the fighting now.



MING
You are as weak as the others, Urzeen!

DALE
No. Ming. Captain Urzeen is not weak -- he has just discovered that a free man

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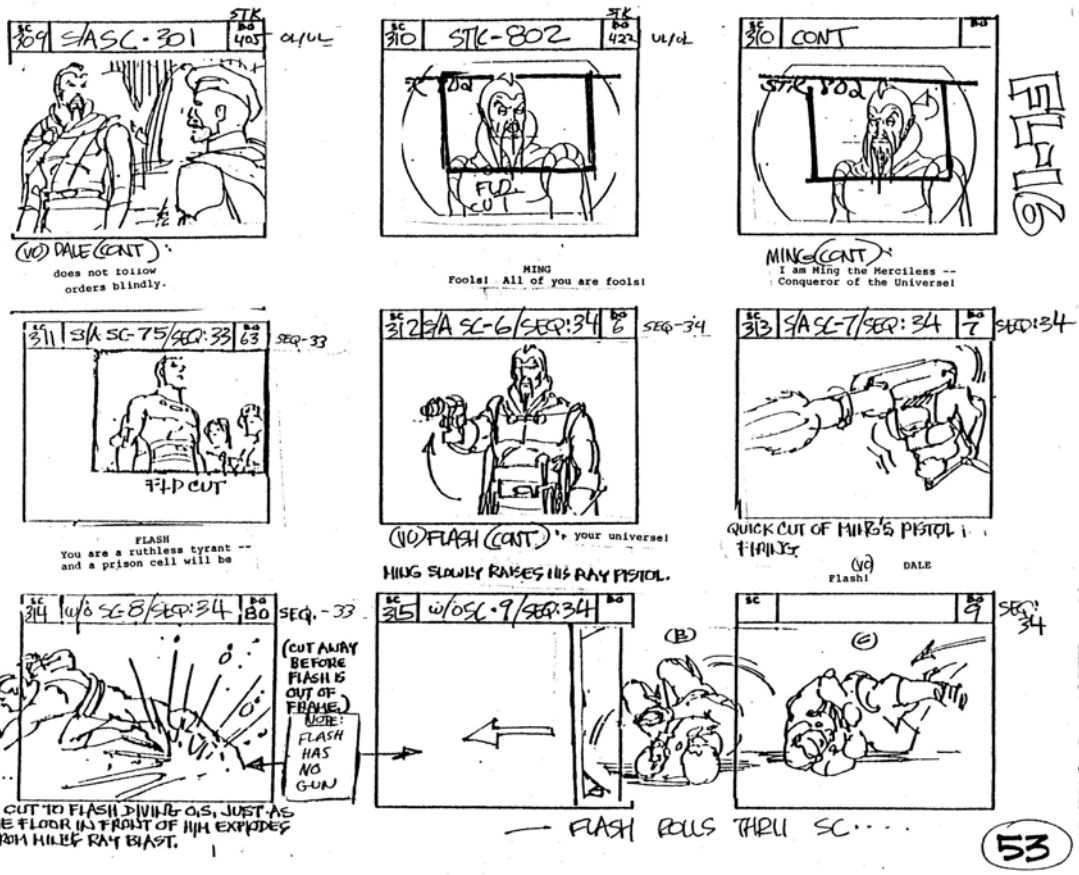
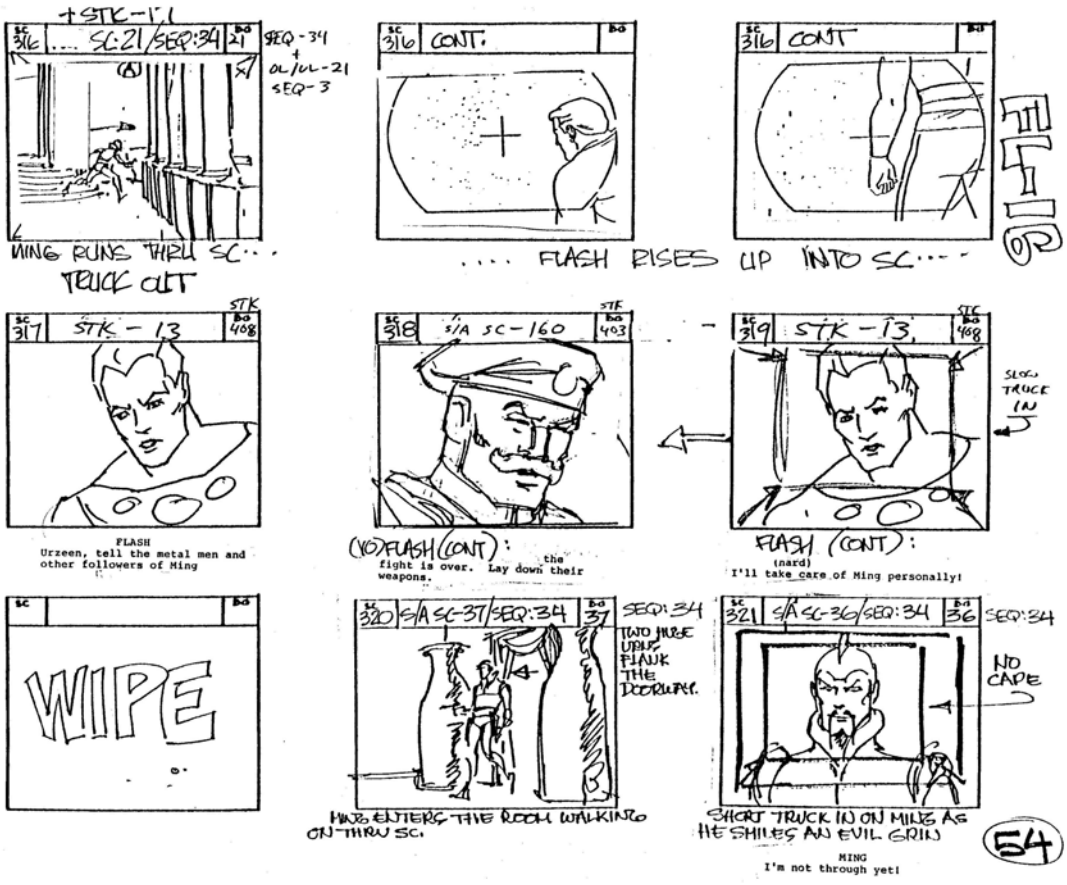
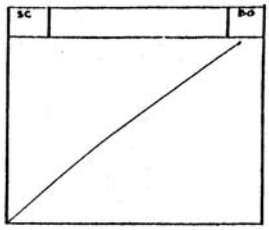
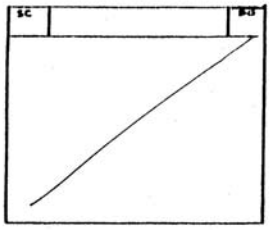
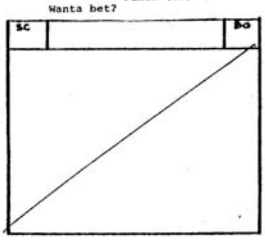

SC 309 S/ASC-301 STK BG 405 OL/OL
(VO) DALE (CONT)
does not follow orders blindly.
SC 310 STK-802 STK BG 422 OL/OL
FLIP CUT
MING
Fools! All of you are fools!
SC 310 CONT BG
STK 802
MING (CONT)
I am Ming the Merciless -- Conqueror of the Universe!
SC 311 S/A SC-75/SEQ: 33 BG 63 SEQ-33
FLIP CUT
FLASH
You are a ruthless tyrant -- and a prison cell will be
SC 312 S/A SC-6/SEQ: 34 BG 6 SEQ-34
(VO) FLASH (CONT) your universe!
MING SLOWLY RAISES HIS RAY PISTOL.
SC 313 S/A SC-7/SEQ: 34 BG 7 SEQ: 34
QUICK CUT OF MING'S PISTOL FIRING
(VO) DALE
Flash!
SC 314 W/O SC-8/SEQ: 34 BG 80 SEQ. - 33
(CUT AWAY BEFORE FLASH IS OUT OF FRAME.)
NOTE: FLASH HAS NO GUN
CUT TO FLASH DIVING O.S. JUST AS THE FLOOR IN FRONT OF HIM EXPLODES FROM MILLER RAY BLAST.
SC 315 W/O SC-9/SEQ: 34 BG
(B)
(C)
SC BG 9 SEQ: 34
— FLASH ROLLS THRU SC....
53

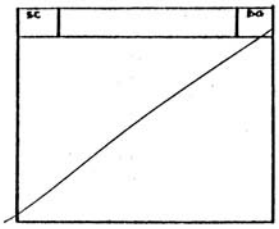

+STK-17
SC 316 .... SC:21/SEQ:34 BG 21
SEQ-34 + OL/UL-21 SEQ-3
MING RUNS THRU SC...
TRUCK OUT
SC 316 CONT. BG
SC 316 CONT
.... FLASH RISES UP INTO SC....
SC 317 STK - 13 STK BG 408
FLASH
Urzeen, tell the metal men and other followers of Ming
SC 318 S/A SC-160 STK BG 403
(VO) FLASH (CONT): the fight is over. Lay down their weapons.
SC 319 STK - 13, STK BG 408
SLOW TRUCK IN
FLASH (CONT): (nard) I'll take care of Ming personally!
SC
WIPE
Filmation Studio
SC 320 S/A SC-37/SEQ:34 BG 37
SEQ:34
TWO LARGE UGLY FLUNK THE DOORWAY.
HERO ENTERS THE ROOM WALKING ON-THRU SC.
SC 321 S/A SC-36/SEQ:34 BG 36
SEQ:34
NO CAPE
SHORT TRUCK IN ON MING AS HE SMILES AN EVIL GRIN
MING
I'm not through yet!
54

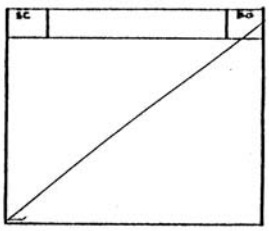


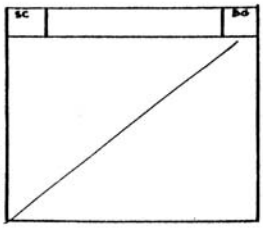


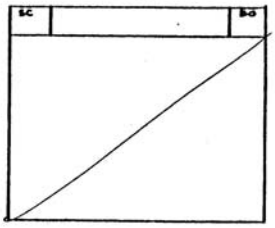
FL 16

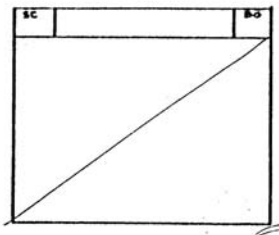












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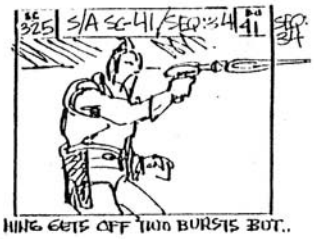
-FAST TRUCK IN AS HIRO REACTS. (NO HOLD AT BEGINNING OR END OF SC.)

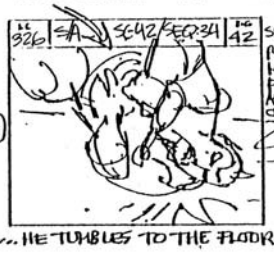
ONE OF THE HUGE URNS LIES ON THE FLOOR & FLASH IS ROLLING IT TOWARD DAN WITH ALL HIS MIGHT.



HIRO GETS OFF TWO BURSTS BUT..

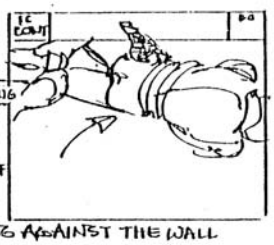
CUT AWAY! BEFORE HIRO IS COMPLETELY OUT OF FRAME

...MUST LEAP OVER THE URN. HIS LFT FOOT IS CAUGHT AND...



PART OF HIRO IN FRAME AT BEGINNING OF SC.

NO HOLD AT END OF ROLL.



...HE TUMBLES TO THE FLOOR ROLLING AGAINST THE WALL

FLASH IN FRAME AT BEGINNING OF SC. CUT AWAY! BEFORE FLASH IS COMPLETELY OUT THE DOOR.

FLASH RUNS THRU THE DOOR ONTO THE BALCONY GRABBING ONE OF THE SWORDS OFF THE WALL

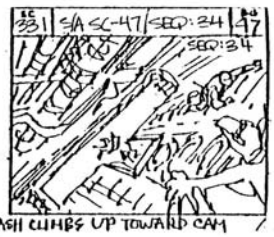
HIRO RISES FROM THE FLOOR SHAKING HIS HEAD GROGGILY.

HE LOCKS OFF TOWARD THE BALCONY DOOR.

NO HOLD AT END OF HEAD TURN.

HUB ENTERS SC. WITH DOOR THAT LEADS OUT ONTO BALCONY.

CUT TO OUTSIDE. TRUCK BACK TO REVEAL FLASH SCALING WALL ON OUTSIDE OF PALACE.



FLASH CLIMBS UP TOWARD CAM

HUB LOOKS AROUND THE DESERTED BALCONY...

...THEN HE LOOKS BACK AND UP...

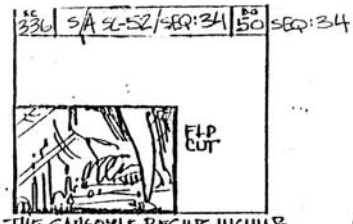
...AND FIRES HIS RAY PISTOL AIMING IT UP & PAST CAM.

FLASH CLIMBS ONTO LEDGE AND...

...DUCKS BEHIND GARGOYLE JUST AS A BLAST FROM HILDA'S PISTOL STRIKES THE LEDGE WHERE HE WAS.

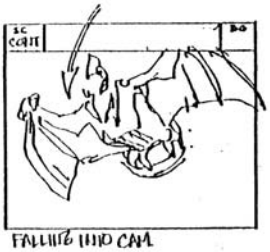
FLASH STANDS BEHIND THE GARGOYLE STRAINING TO PUSH IT OVER.

CLOSE ON FLASH AS HE STRAINS AGAINST THE GARGOYLE.



THE GARGOYLE BEGINS INCHING FORWARD SCRAPING OFF OF ITS BASE.

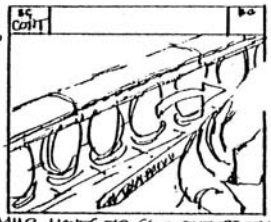
AS RAYS FROM HIRO'S PISTOL ZIP PAST THE GARGOYLE TOPPLES FORWARD



FALLING MID CAM

SCENES 53 THRU 56 VERY QUICK CUTS

HIRO REARS AS THE SHADOW OF THE GARGOYLE FALLS OVER HIM.



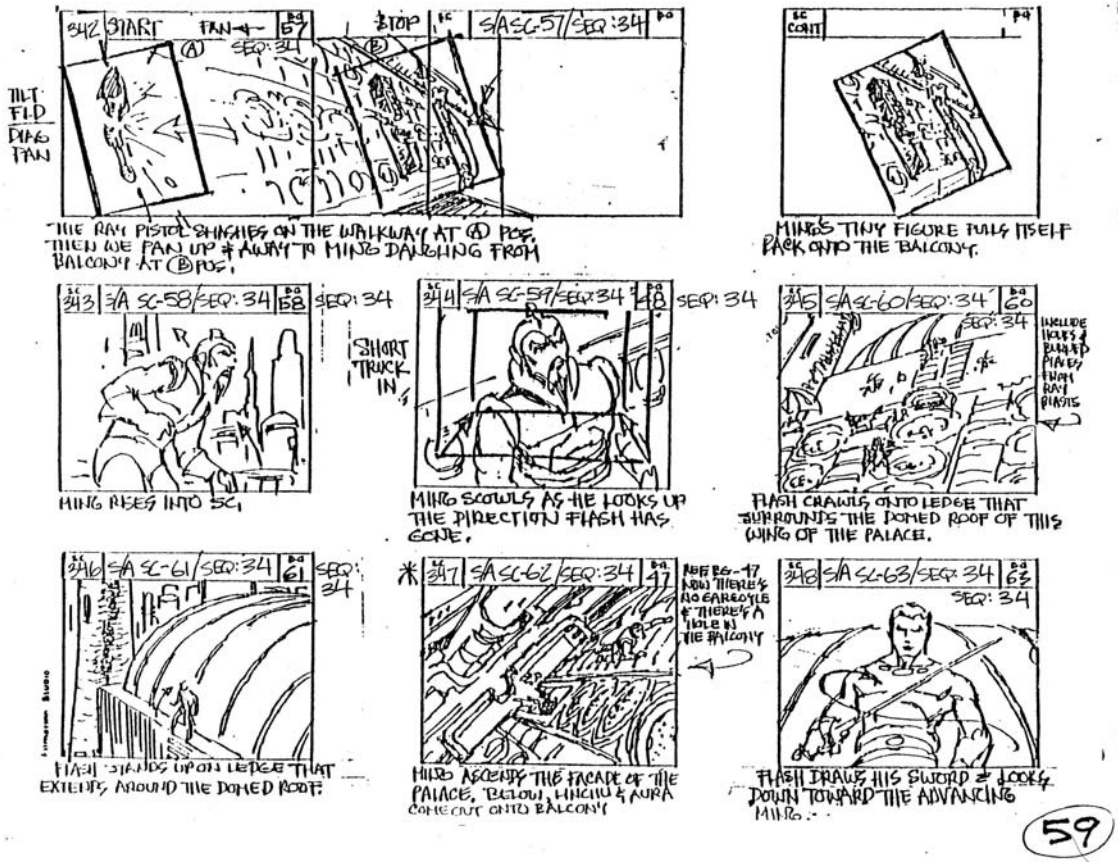
MING MOVES TO GET OUT OF THE WAY.

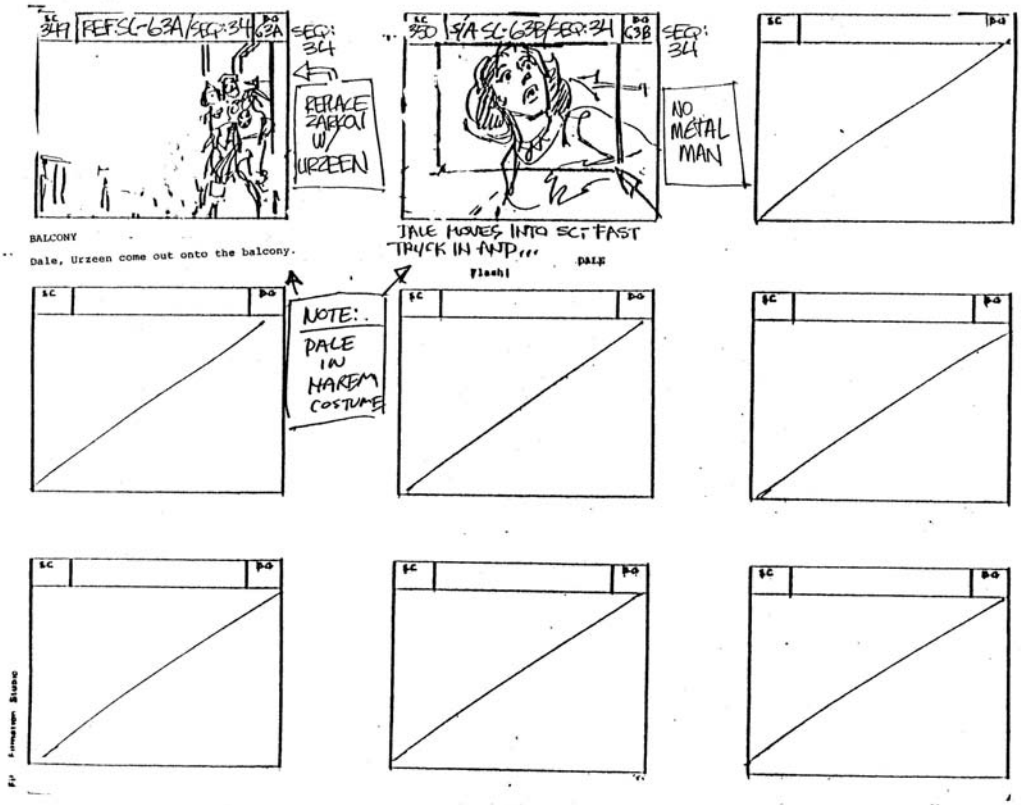
AND THE GARGOYLE SMASHES THRU THE BALCONY

MING LOOSES HIS BALANCE & FALLS GOING DOWN OS.

PEBBLE & HIRO'S PISTOL TUMBLE AWAY TOWARD THE LOWER CITY LEVELS

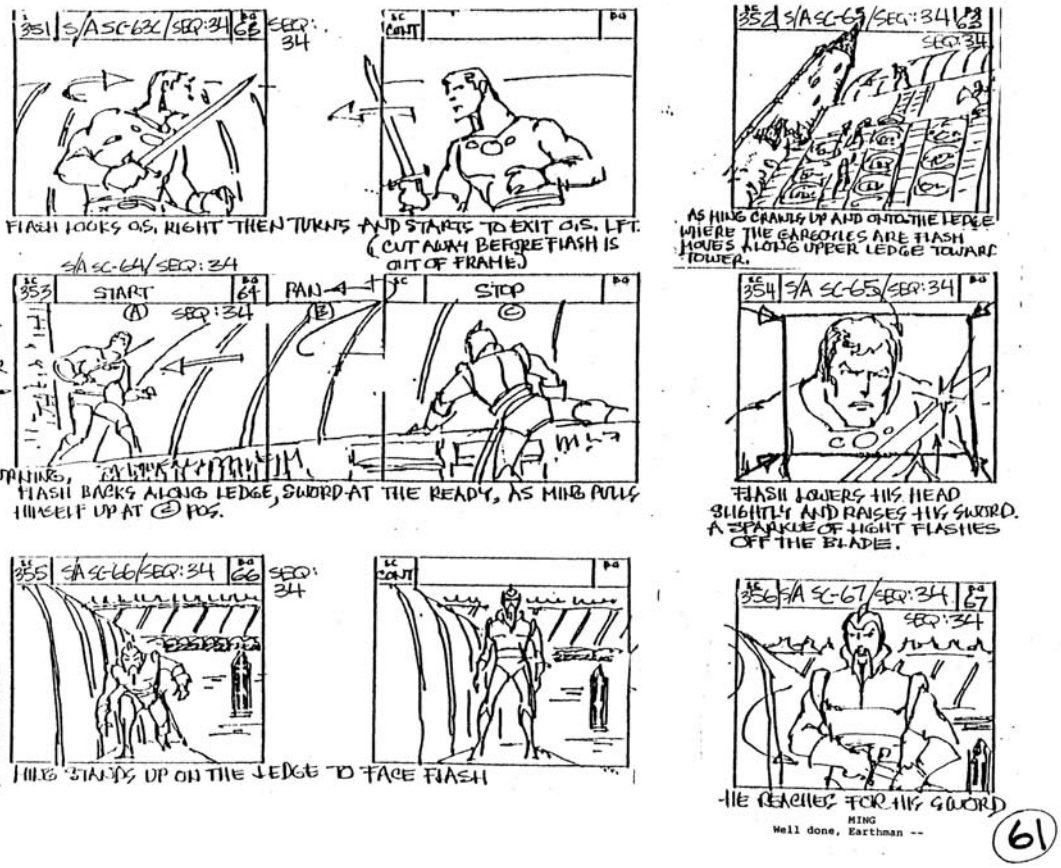
MING HANGS SWINGING BACK FORTH FROM THE BROKEN EDGE OF THE BALCONY.


342 START PAN-↓ 67 SEQ: 34 (A)
STOP SC S/A SC-57/SEQ: 34 PG
TILT FLD DIAG PAN
THE RAY PISTOL SHATTERS ON THE WALKWAY AT (A) POS. THEN WE PAN UP & AWAY TO MING DARTING FROM BALCONY AT (B) POS.
SC CONT PG
MING'S TINY FIGURE PULLS ITSELF BACK ONTO THE BALCONY.
343 S/A SC-58/SEQ: 34 58 SEQ: 34
MING REES INTO SC.
SHORT TRUCK IN
344 S/A SC-59/SEQ: 34 PG 48 SEQ: 34
MING SCOWLS AS HE LOOKS UP THE DIRECTION FLASH HAS GONE.
345 S/A SC-60/SEQ: 34 60 SEQ: 34
INCLUDE HOLES & BURNED PLANTS FROM RAY BLASTS
FLASH CRAWLS ONTO LEDGE THAT SURROUNDS THE DOMED ROOF OF THIS WING OF THE PALACE.
346 S/A SC-61/SEQ: 34 61 SEQ: 34
FLASH STANDS UPON LEDGE THAT EXTENDS AROUND THE DOMED ROOF.
347 S/A SC-62/SEQ: 34 PG 47
REF PG-17 NOW THERE'S NO GARGOYLE & THERE'S A HOLE IN THE BALCONY
MING ASCENDS THE FACADE OF THE PALACE. BELOW, HINCHU & AURA COME OUT ONTO BALCONY
348 S/A SC-63/SEQ: 34 63 SEQ: 34
FLASH DRAWS HIS SWORD & LOOKS DOWN TOWARD THE ADVANCING MING.



BALCONY

Dale, Urzeen come out onto the balcony.


351 S/A SC-63 SEQ: 34 BG 62 SEQ: 34
FLASH LOOKS O.S. RIGHT THEN TURNS AND STARTS TO EXIT O.S. LFT.
(CUT AWAY BEFORE FLASH IS OUT OF FRAME)
352 S/A SC-63 SEQ: 34 BG 63 SEQ: 34
AS MING CRAWLS UP AND ONTO THE LEDGE WHERE THE GARGOYLES ARE FLASH HOLDS ALONG UPPER LEDGE TOWARD TOWER.
S/A SC-64/SEQ: 34
353 START BG 64 SEQ: 34 PAN STOP
PART OF TOWER
TURNING, FLASH BACKS ALONG LEDGE, SWORD AT THE READY, AS MING PULLS HIMSELF UP AT (C) POS.
354 S/A SC-65 SEQ: 34
FLASH LOWERS HIS HEAD SLIGHTLY AND RAISES HIS SWORD. A SPARKLE OF LIGHT FLASHES OFF THE BLADE.
355 S/A SC-66 SEQ: 34 BG 66 SEQ: 34
MING STANDS UP ON THE LEDGE TO FACE FLASH
356 S/A SC-67 SEQ: 34 BG 67 SEQ: 34
HE REACHES FOR HIS SWORD
MING
Well done, Earthman --
61

AND DRAWS IT FROM ITS SCABBARD

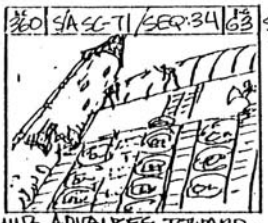
MING (CONT)
-- but not for long!

C.U. AS MING'S THUMB PUSHES A BUTTON ON THE HILT OF HIS SWORD. FLAMES LEAP OUT FROM WHERE THE GUARD MEETS THE BLADE.

AS THE FLAMES RUN UP THE LENGTH OF THE SWORD, MING LOWERS IT IN FRONT OF HIM. CAM TRUCKS IN AS MING SMILES & STARTS TO ADVANCE.

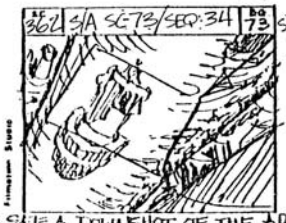
FLD CUT

QUICK CUT OF FLASH AS HE REACTS IN AMAZEMENT.



MING ADVANCES TOWARD FLASH.

FLASH QUICKLY GLANCES DOWN & TO THE SIDE,



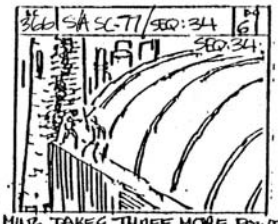
WE SEE A TOWERPOT OF THE ADJACENT TOWER WITH ITS SMALL BACONY & AN OPEN DOOR IT APPEARS OUT ONTO IT.

FLASH SNAPS HIS HEAD BACK & REACTS.

NOTE: THE FLAMING SWORD TRAILS FIRE WHEN IT IS MOVED.

AND WE SEE MING IN MID BACK SWING FLAMES TRAILING FROM HIS SWORD.

HIKE'S SWORD SWINGS IN TOWARD FLASH & FLASH BLOCKS THE BLOW IN A SHOWER OF SPARKS & FLAME.



HIKE TAKES THREE MORE POWERFUL SWINGS AT FLASH & FLASH SUCCESSFULLY BLOCKS EACH ONE.

HIKE TAKES A STEP BACKWARD GRIPPING HIS SWORD HILT WITH BOTH HANDS...

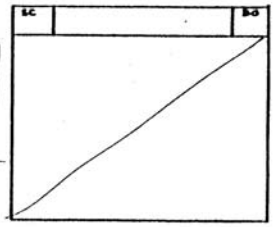
...AND SHRIEKS TOWARD HERO'S FACE WITH A VICIOUS OVERHAND SWING.

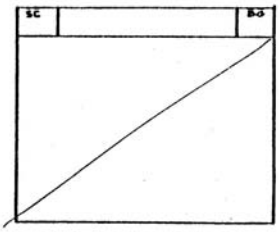
HIKE'S SWORD FLASHES THRU SC, TOWARD CAM.

FLASH BLOCKS THE BLOW BUT...

...HIS SWORD IS BROKEN OFF AT THE HILT.

NOTE: DALE IN HAREM COSTUME





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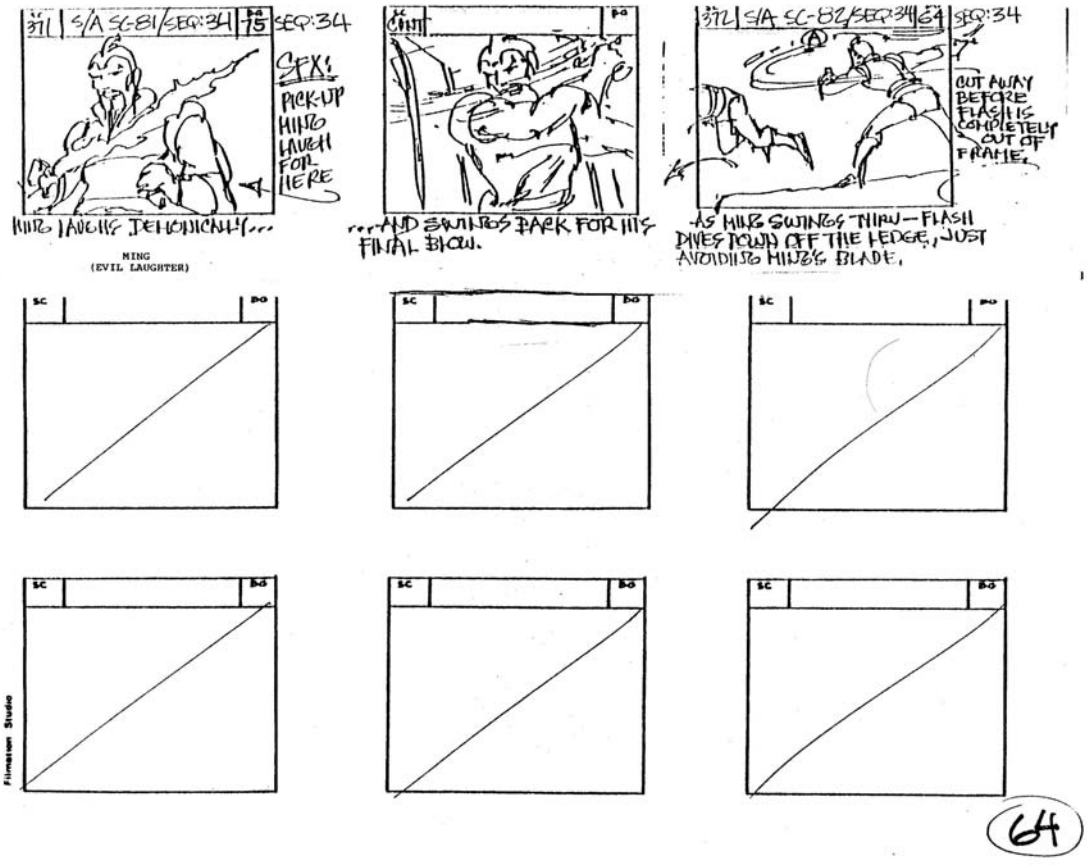
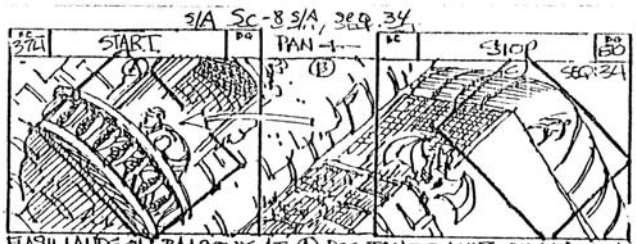
URZEEN
Flash is not defeated yet.


37L | S/A SC-81/SEQ:34 | 75
SEQ:34
SFX!
PICK-UP
HIRO
LAUGH
FOR
HERE
HIRO LAUGHS DEMONICALLY!...
MING
(EVIL LAUGHTER)
...AND SWINGS BACK FOR HIS
FINAL BLOW.
37L | S/A SC-82/SEQ:34 | 64
SEQ:34
CUT AWAY
BEFORE
FLASH IS
COMPLETELY
OUT OF
FRAME.
AS HIRO SWINGS -NOW- FLASH
DIVES DOWN OFF THE HEDGE, JUST
AVOIDING HIRO'S BLADE.
SC
BG
Filmation Studio
64

TILT FLD
DIAG PAN

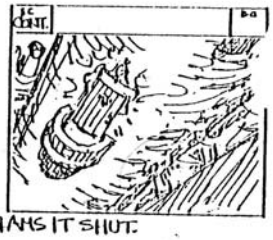
CUT TO TOWNSHOT AS FLASH'S LEAP TAKES HIM TOWARD THE SMALL TOWER BALCONY.

S/A SC-8 S/A, SEQ. 34



FLASH LANDS ON BALCONY AT Ⓐ POS. PAN TO HIM ON LEDGE AT Ⓑ POS.

QUICK CUT OF HIM LOOKING DOWN AT FLASH & SCOWLING AGAIN.



FLASH DUCKS INSIDE THE DOOR & SLAMS IT SHUT.

FLASH LOCKS A BAR ACROSS THE DOOR, LOCKING IT.

S/A SC-84/SEQ:34

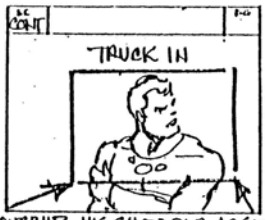
FLASH TURNS TO LOOK TOWARD THE OTHER DOOR — TRUCK OUT AND PAN TO Ⓐ POS.

FLASH'S HAND ENTERS, TRIES TO OPEN DOOR - CAN'T - AND GOES O.S.

FLASH FLIES INTO SC. SMASHING HIS SHOULDER AGAINST THE DOOR TRYING TO BREAK IT IN.

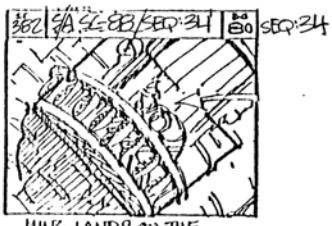
HE STEPS BACK AND...

SMASHES INTO IT AGAIN. THE DOOR DOES NOT BUDGE.



RUBBING HIS SHOULDER ABSENT MINDEDLY HE LOOKS BACK IN THE OTHER DIRECTION.

HE SEES A FLIGHT OF STAIRS LEADING UP THE INSIDE OF THE TOWER.



HING LANDS ON THE BALCONY OUTSIDE THE NOW CLOSED DOOR.

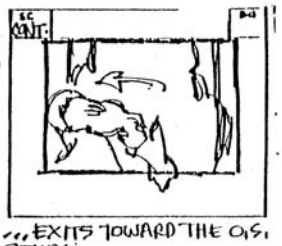
WE SEE FLASH DISAPPEAR AROUND THE CORNER, — RUNNING UP THE STAIRS...

...THEN, IN AN EXPLOSION OF FIRE & BROKEN TIMBERS, MING'S SWORD SLICES THRU THE DOOR.

AFTER THREE SUCH CUTS, THE DOOR IS DESTROYED & HIRO STEPS THRU THE OPENING.

EDGES OF DESTROYED DOOR + SKY VISIBLE BEHIND HIRO.

HIRO LOOKS RT. & LFT. THEN...



...EXITS TOWARD THE O/S. STAIRS.

WE CUT TO SEE HIRO DISAPPEARING UP THE STAIRS.

FLASH CHARGES THRU RUNNING UP THE STAIRS.

SEEN FROM OUTSIDE THE TOWER, FLASH RUNS PAST ONE OF THE WINDOWS.

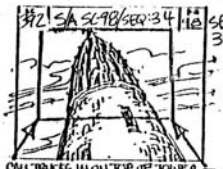
HIRO RUNS THRU IN PURSUIT OF FLASH.

SEEN FROM OUTSIDE THE TOWER, HIRO RUNS PAST THE SAME WINDOW FLASH DID.

CAM TRUCKS IN ON TELEPHOTO OF BALCONY GROUP THEN INSIDE PALACE NOW ASSEMBLED THERE.

NOTE: DALE IN HAREM

DISS TO C.U. OF CAMP ON BALCONY / LOOKING UP AT O.S. TOWER. GROUP INCLUDES URZEEN + ALVIA, VULTAN, PAVE, ZARKOV, TILLY, BANNI + THREE ROBOT GUARDS.

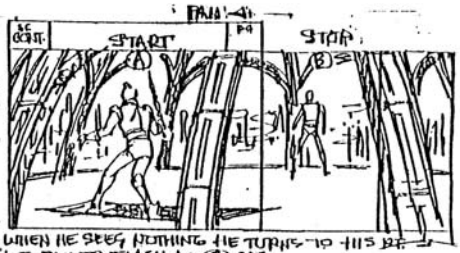


CAM TRACKS IN OUT TOP OF TOWER. TIPS SIDE OF FLASH APPEARS...

FLASH LOOKS DOWN OVER EDGE THEN...

TURNS AND MOVES TOWARD RT. OF SCREEN.

CUT TO CLOSER SHOT OF STAIR WELL OPENING — MING COMES UP LOOKING TOWARD CAM...



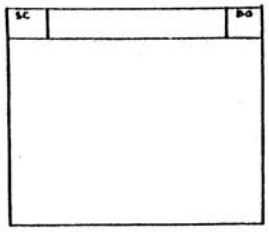
WHEN HE SEES NOTHING HE TURNS TO HIS RT. WE PAN TO FLASH AT (B) POS.

CUT TO C.U. OF FLASH... HOLD A BEAT THEN...

FLICKERING SHADOWS ON MING, CREATED BY FLASHING BLADE.

...BACK TO MING.

MING
Now you die!



HIRO CHARGES TOWARD FLASH WAVING HIS SWORD OVERHEAD. FLASH GOES INTO A CROUCH.

QUICK CUT AS THE BLADE OF HIRO'S FLAME SWORD FLASHES THRU SC. TOWARD CAM.

TRUCK ON FLASH. HE WAITS TILL LAST POSSIBLE SECOND THEN LEAPS ASIDE AS---

---HIRO'S SWORD SWEEPS THRU STRIKING THE STONE ARCH & EXPLODING IT IN FRAGMENTS.

FLASH IN FG LIFTS UP TURNS HEAD TOWARD HIRO. HIRO MOVES BACK SLIGHTLY & LOOKS DOWN AT FLASH.

HIRO ENTERS FROM SC. OUR WAR BEFORE HE IS OUT OF SC.

HIRO DUCKS TOWARD CAM. SWORD RAISED TO STRIKE AT FLASH

HIRO'S SWORD FLASHES THRU SC. TOWARD CAM.

FLASH LEAPS OUT OF SC. JUST AS HIRO ENTERS CRUSHING THE FLOOR & JUST MISSING FLASH.

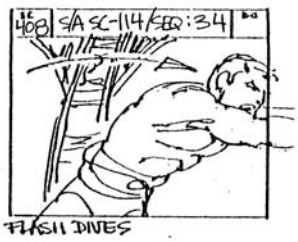
FLASH & MIND RISE TO FACE EACH OTHER.

SHORT FAST TRUCK IN AS MIND SCOWLS AND HILT.

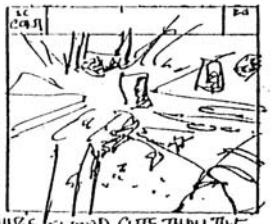
SHINRO, FLASH GESTURES FOR HIND TO COME TO HIM

HIND TAKES A STEP BACKWARD BOTHERING HIS SWORD THEN...

...CHARGES FLASH.



FLASH DIVES



HINDS SWORD CUTS THRU THE COLUMN BEHIND FLASH JUST MISSING HIM.

FLASH SLIDES INTO SC. NEXT TO DEBRIS FROM COLUMN DESTROYED IN SC-106

HIND LOOKS BACK OVER HIS SHOULDER.

411 S/A SC-117/SEQ:34 BG 117 SEQ:34

MING TURNS TO FACE FLASH ↓
FLASH RISES TO HIS FEET.

412 S/A SC-118/SEQ:34 BG 116 SEQ:34

MING THROWS HIS HEAD BACK IN SARDONIC LAUGHTER.

SC BG

MING
(SARDONIC LAUGHTER)

413 S/A SC-119/SEQ:34 BG 117 SEQ:34

FLASH PICKS UP ONE OF THE LARGER PIECES OF COLUMN.

414 S/A SC-120/SEQ:34 BG

QUICK CUT OF FLASH. HE TENSES — HIS EXPRESSION GETTING ANGRIER.

415 S/A SC-121/SEQ:34 BG

MING CHARGES FORWARD MORE INFURIATED THAN EVER.

416 S/A SC-122/SEQ:34 BG

FLASH THROWS THE CHUNK OF COLUMN LOW TOWARD THE O.S. MING.

SC cont BG

SC BG

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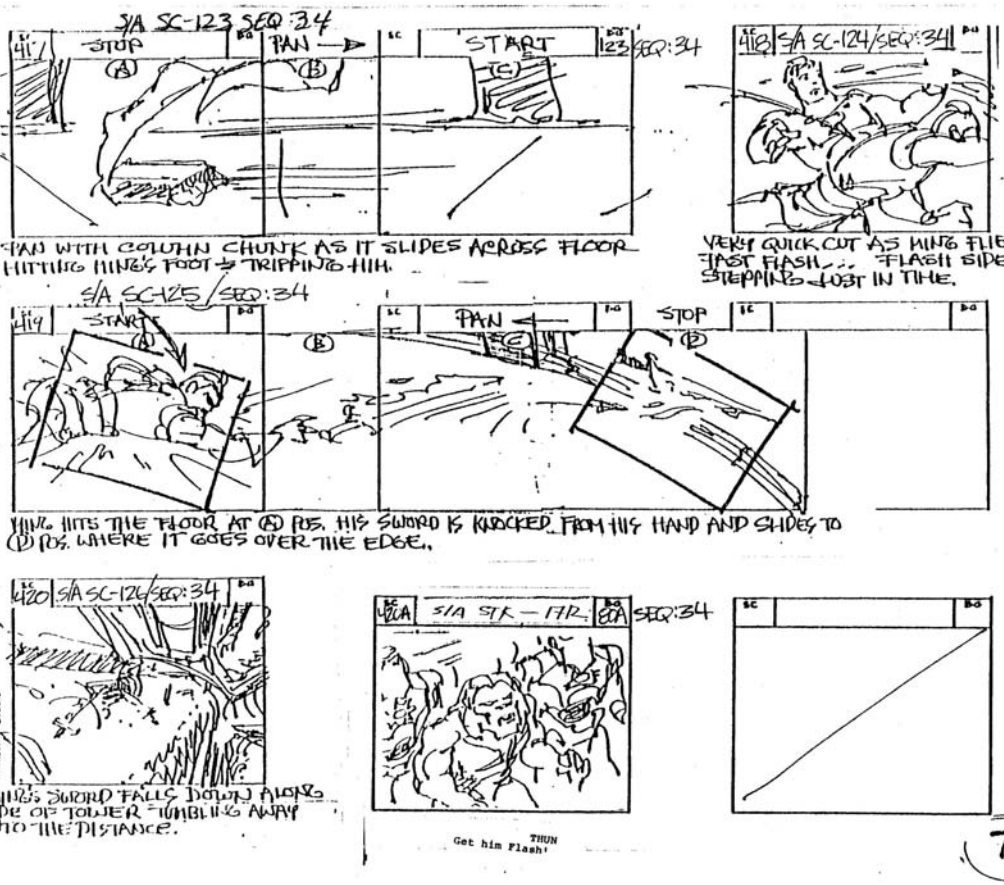
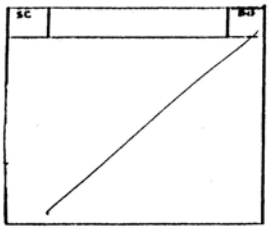
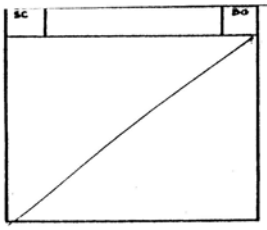
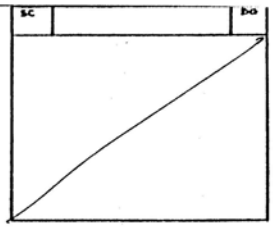

S/A SC-123 SEQ:34
STOP
PAN
START
(A)
(B)
(C)
SEQ:34
PAN WITH COLUMN CHUNK AS IT SLIDES ACROSS FLOOR HITTING MING'S FOOT & TRIPPING HIM.
S/A SC-124/SEQ:34
VERY QUICK CUT AS MING FLIES -FAST FLASH... -FLASH SIDE-STEPPING -LOST IN THE.
S/A SC-125/SEQ:34
START
PAN
STOP
MING HITS THE FLOOR AT (A) POS. HIS SWORD IS KNOCKED FROM HIS HAND AND SLIDES TO (D) POS. WHERE IT GOES OVER THE EDGE.
S/A SC-126/SEQ:34
MING'S SWORD FALLS DOWN ALONG SIDE OF TOWER -TUMBLING AWAY INTO THE DISTANCE.
S/A SC-126/SEQ:34
THUN
Get him Flash!

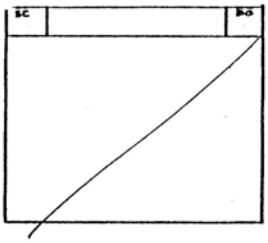
HIRO GETS UP ON ONE ELBOW & SHARPS A LOOK TOWARD THE O.S. FLASH.

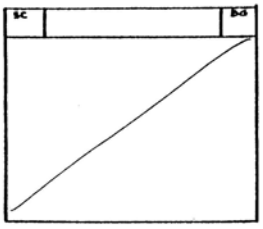
QUICK CUT AS FLASH ONCE AGAIN ASSUMES HIS BATTLE READY STANCE.

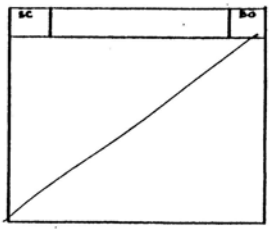


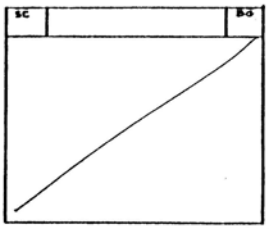












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72A

HIRO RISES TO HIS FEET, AND TAKES A COUPLE OF STEPS BACKWARD.

FLASH CHARGES FORWARD.

FLASH CHARGES INTO SC BODY BLOCKING HIRO...

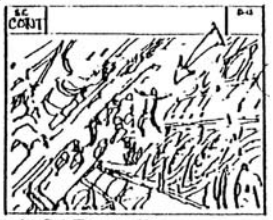
AND THEY BOTH GO OVER THE SIDE.

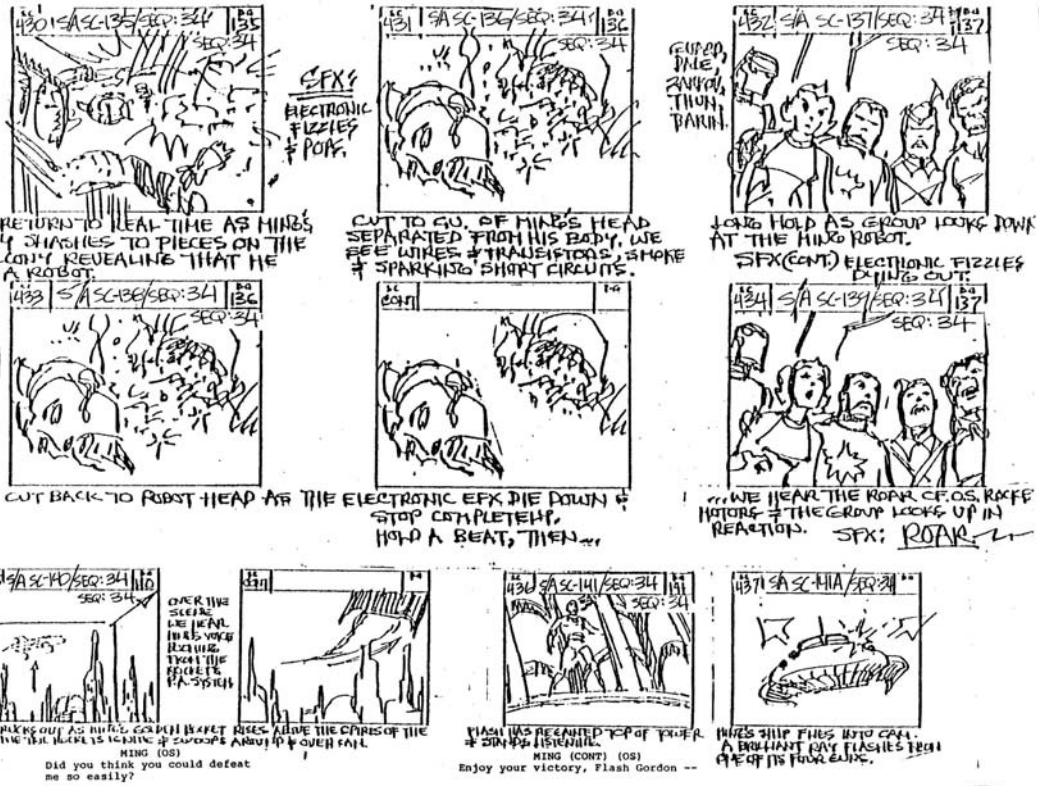
HIRO FALLS TOWARD CAM — TINY FIGURE OF FLASH CLINGS TO BASE OF COLUMN.

QUICK CUT OF FLASH CLINGING TO COLUMN & LOOKING BACK & DOWN AT THE FALLING HIRO

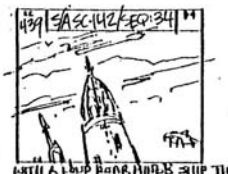
HIRO HITS DOMED ROOF OF PALACE WING, ROLLS DOWN BOUNCING OFF OF TIERED LEVELS DOWN O.S.

HIRO PLUMMETS OUT OF CAM, DOWN TOWARDS BALCONY...

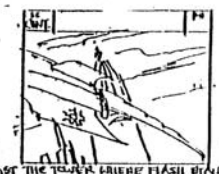



SFX: ELECTRONIC FIZZLES & POP.
WE RETURN TO REAL TIME AS MING'S BODY SHATTERS TO PIECES ON THE BALCONY REVEALING THAT HE IS A ROBOT.
CUT TO CU. OF MING'S HEAD SEPARATED FROM HIS BODY. WE SEE WIRES & TRANSISTORS, SMOKE & SPARKING SHORT CIRCUITS.
SUPER: DALE, ZARKOV, THUN BARIN.
HOLD AS GROUP LOOKS DOWN AT THE MING ROBOT.
SFX (CONT.) ELECTRONIC FIZZLES DYING OUT.
CUT BACK TO ROBOT HEAD AS THE ELECTRONIC EFX DIE DOWN & STOP COMPLETELY. HOLD A BEAT, THEN...
...WE HEAR THE ROAR OF O.S. ROCKET MOTORS & THE GROUP LOOKS UP IN REACTION.
SFX: ROAR
OVER THE SCENE WE HEAR MING'S VOICE BEGIN. THEN THE ROCKETS P.O.V. SYSTEM
CAM TRUCKS OUT AS MING'S GOLDEN CAPE RISES ABOVE THE CHAIRS OF THE COUNCIL. THE TALL FIGURE IS HOLDING A SWORD & ARMS UP & OVER FACE.
MING (OS)
Did you think you could defeat me so easily?
FLASH HAS BEAMED TOP OF TOWER & STANDS LISTENING.
MING (CONT) (OS)
Enjoy your victory, Flash Gordon --
ROCKET SHIP FLIES INTO CAM. A BRILLIANT RAY FLASHES FROM ONE OF ITS FOUR EXHS.

THE RAY PASSES IN FRONT OF THE TOWER STONE WORK. FLASH DUCKS. THE SHOT WAS INTENDED TO MISS HIM.



WITH A LOUD ROAR MING'S SHIP TILTS PAST THE TOWER WHERE FLASH DIVES & CRASHES ON PART OF IT. DEBRIS FALLS FROM SECTION OF TOWER PUNCTURED BY MING'S SHIP.



CUT TO C.U. OF MING INSIDE HIS ROCKET.

MING (CONT)
-- for we will meet again!

LONG DIMINISH OF ROCKET NEAR THRU SC 144 AND 145.

CUT TO FLASH AS HE WATCHES MING'S DEPARTING ROCKET.

MING'S ROCKET SPEEDS AWAY FROM CAM FLYING OVER THE SPIRES OF THE CITY AND OFF TOWARD THE DISTANT HILLS

NOTE: GROUP IS NOW LOOKING OUT AWAY FROM BLDG. WATCHING DEPARTING ROCKET.

DOWNSHOT OF GROUP ON BALCONY
LONG HOLD
SFX: WIND

* REPLACE LINCHU WITH URZEEN

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TRACK OUT FROM BARIN LOOKING AT S/S ROCKET -- HOLD A BEAT THEN...

TRACK TOWARD CAM

BARIN
Ming has been defeated in combat.

BARIN CONTINUES TO SPEAK AS THOSE NEAR HIM LOOK IN HIS DIRECTION.

BARIN (cont.)
I, Prince Barin, declare myself Regent of Mongo --

75

URZEEN, METAL MEN
Their reaction as Barin continues to speak.

BARIN (CONT) (OS)
-- and I command you -- all of you -- to lay down your arms!

URZEEN

Stares at Barin.

CUT TO C/U OF THEIR FEET + BALCONY FLOOR AS THEIR WEAPONS DROP INTO SC.

BARIN (CONT)
Now -- we must all work together to bring prosperity back to Mongo!

NOTE: DOOR IS DESTROYED AS IN SC-89

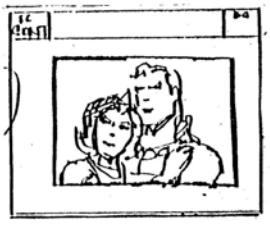
TKG TO LOWER INTERIOR AS FLASH FINISHES DESCENDING STAIRS.

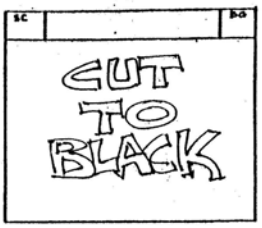
FLASH SMILES AS WE HEAR DOOR LATCH OPEN OS.

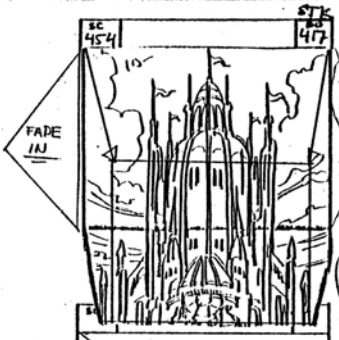
DOOR FINISHES OPENING TO REVEAL SMILING DALE STANDING ON OTHER SIDE

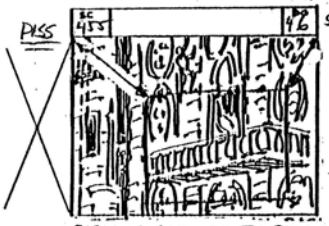
FLASH + DALE ENTER SC FROM OPPOSITE SIDES OF FRAME + EMBRACE AT CNTR SCREEN.

CAM TRUCKS IN AS THEY KISS...



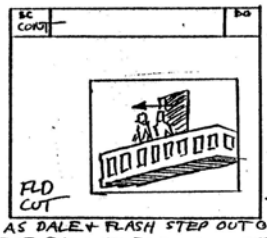




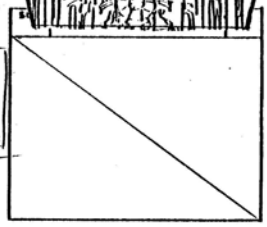


SEQ-34

DISS + TRUCK IN TO BALCONY.
ON MING'S PALACE.
PIAL UP CHANTING CROWD.



NOTE: DALE IN HAREM COSTUME



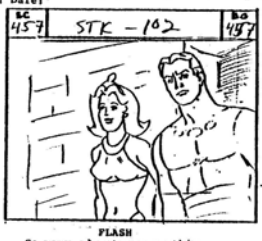
FL-16

CROWD
Flash! Dale! Flash! Dale!

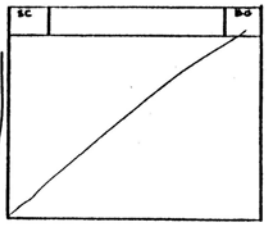
AS DALE + FLASH STEP OUT ONTO THE BALCONY, THE CROWD BREAKS INTO A THUNDEROUS CHEER.

THEY RESUME CHANTING.

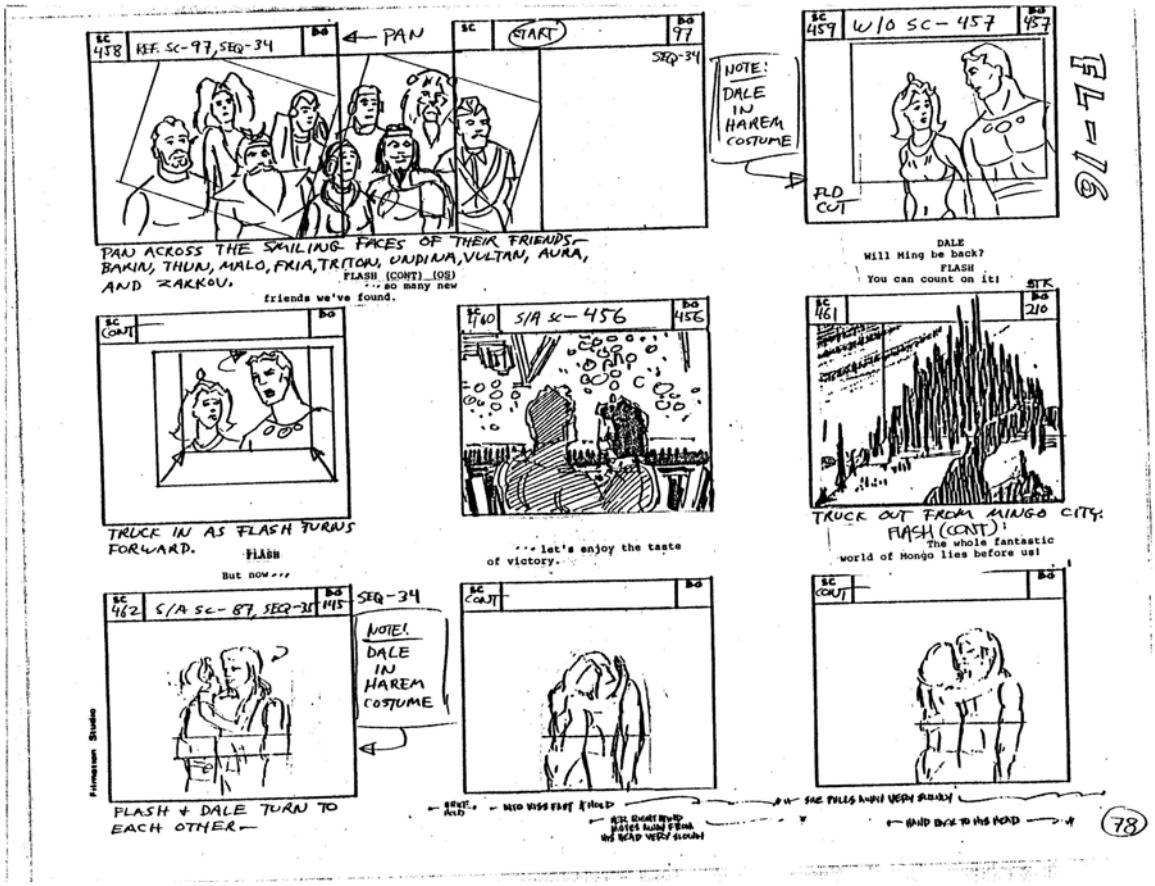
CROWD
Flash! Dale! Flash! Dale!



NOTE! DALE IN HAREM COSTUME



FLASH
So many adventures on this strange planet --


SC 458 REF. SC-97, SEQ-34
BG
PAN
SC START
BG 97
SEQ-34
PAN ACROSS THE SMILING FACES OF THEIR FRIENDS— BAKIN, THUN, MALO, FRIA, TRITON, UNDINA, VULTAN, AURA, AND ZARKOU.
FLASH (CONT) (OS)
...so many new friends we've found.
NOTE: DALE IN HAREM COSTUME
SC 459 W/O SC-457
BG 457
FLD CUT
DALE
Will Ming be back?
FLASH
You can count on it!
SC CONT
BG
TRUCK IN AS FLASH TURNS FORWARD.
FLASH
But now...
SC 460 S/A SC-456
BG 456
...let's enjoy the taste of victory.
SC 461
STK BG 210
TRUCK OUT FROM MINGO CITY.
FLASH (CONT)
The whole fantastic world of Mongo lies before us!
SC 462 S/A SC-87, SEQ-35
BG 145
SEQ-34
NOTE! DALE IN HAREM COSTUME
SC CONT
BG
SC CONT
BG
FLASH & DALE TURN TO EACH OTHER—
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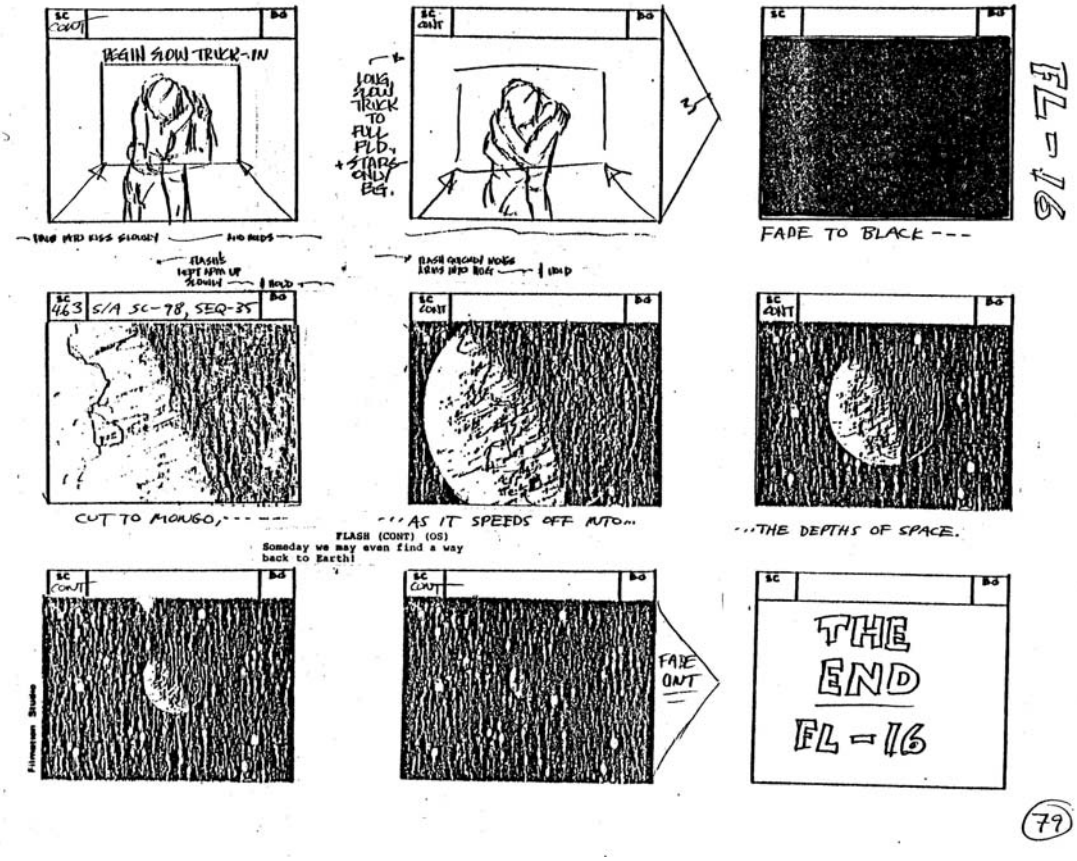
91-71
78


SC CONT
BG
BEGIN SLOW TRUCK-IN
LONG SLOW TRUCK TO FULL PLD. + STARS ONLY BG.
FADE TO BLACK ---
FL - 16
SC 463
S/A SC-78, SEQ-35
CUT TO MONGO, ---
---AS IT SPEEDS OFF INTO...
...THE DEPTHS OF SPACE.
FLASH (CONT) (OS)
Someday we may even find a way back to Earth!
FADE OUT
THE END
FL - 16
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